



WOMAN'S MAGAZINE HANDBOOKS NO. VI

MAKE YOUR OWN SOFT TOYS



Pip the Panda

# MAKE YOUR OWN SOFT TOYS

BY  
RUBY EVANS



LUTTERWORTH PRESS  
LONDON and REDHILL

ALL RIGHTS RESERVED

*First published 1941*

*Second Impression 1941*

PRINTED IN GREAT BRITAIN BY  
BUTLER AND TANNER LTD, FROME AND LONDON

To  
ALL THE FRIENDS I HAVE MADE  
THROUGH THE PAGES OF  
'GIRL'S OWN PAPER' AND 'WOMAN'S MAGAZINE'



## FOREWORD

DID you have a favourite soft toy in your own baby days? Was it a friendly 'effelunt' or a furry Teddy bear or a smiling Mary Janë? Most of us have happy memories of our nursery playmates, whose worn and shabby appearance bore witness to the love we lavished upon them.

These good-tempered soft animals and dolls never seem to go out of fashion. Indeed, they enjoy greater popularity than ever to-day, for not only do the children love them, but many of us who are 'old enough to know better' welcome them as mascots. We enjoy seeing a long-eared bunny perched on the mantelshef or an absurd penguin sitting on the window-sill, and a lucky toy cat finds its way into many homes where the children are all grown up.

Soft toymaking provides a fascinating craft for the needlewoman who is looking for 'something different', either for pleasure or profit. It is an ideal choice, too, for older schoolgirls, either at school or at home, for it adds a touch of novelty to the ordinary sewing processes, and teaches valuable lessons from observation of the different creatures to be made.

Every stage of the work is interesting, and all the toys described in this book are well within the scope of any needlewoman of average skill. You will enjoy making them, for the materials used are colourful and pleasant to handle, and you have the satisfaction of producing new results with well-known stitches.



## FOREWORD

Once you begin to make soft toys, you will find yourself taking a new interest in every animal you see. When you are making a cat, every prowling puss will claim your attention, as you try to see just how to get that aloof expression he wears. The curve of a dog's back, the angle of a horse's tail, the length of a bunny's ears—they will all become points of interest as you try to reproduce them as toys for baby, or mascots for grown-ups.

Another very important point for most of us is that the finished toys cost only a fraction of those we see in the shops, yet they have an interest and charm which the ready-made articles can never possess. For, as with every other worth-while craft, we put a part of our own personality into every toy we make. No two hand-made toys ever turn out exactly the same—any more than two home-baked cakes do!

There is plenty of variety in soft toymaking. You can go in for those soft appealing little chicks and bunnies which every baby or toddler loves to cuddle. If you prefer something more solid and bold, you can make good-tempered elephants, dogs and bears of various kinds, which make fine playmates for older children.

If your taste runs to quaint and amusing mascots, you will like to produce long-legged dolls, lucky cats and other comical creatures. All kinds will be welcomed as gifts, and if you are interested—as so many of us are—in a bazaar or sale-of-work, you will find that well-made toys have a ready sale, and show a generous profit over the cost of materials.

Aim always at natural and pleasant-looking toys. The

## FOREWORD

days of ugly and grotesque toys are fortunately over, and we find it much better to let our animal toys resemble their living counterparts as closely as possible. Even 'character' toys, with accentuated limbs and humorous expressions, can still be pleasant to look upon. It is well to remember, however, that this type of toy is rather more difficult to turn out successfully, and we shall do well to leave them until a few more natural toys have been attempted.

All the toys shown in this book are fully described in simple wording and clear diagrams. Patterns for every toy are given, and you can copy your pattern in any size you prefer. Materials and tools are also described, with notes as to their approximate sizes and prices, and the type of shop from which they may be obtained. Owing to war-time difficulties, some of the materials mentioned in this book are temporarily out of stock. The keen craftworker, however, will find the patterns and directions in the following chapters equally adaptable for making up toys in some of the 'thrift' materials suggested on page 23, thus producing some delightful toys at a very small cost. If you have any toy-making problems arising from the following chapters, do not let your interest in this fascinating craft wane because of some trifling difficulty. If you care to write to me, c/o Doran Court, Reigate-road, Redhill, Surrey, I shall be glad to help you to obtain materials and accessories, or try to solve any toymaking difficulties which may arise.

RUBY EVANS.



## CONTENTS

CHAPTER	PAGE
FOREWORD . . . . .	7
1. TOOLS, MATERIALS AND ACCESSORIES . . . . .	15
2. MAKING AND USING PATTERNS . . . . .	26
3. MAKING UP THE TOYS—GENERAL DIRECTIONS . . . . .	33
4. ADDING FEATURES AND FINISHING TOUCHES . . . . .	43
5. TWO EASY TOYS: FELT BALL AND STAR-SHAPED RATTLE . . . . .	51
6. CHIRPY CHICKEN AND PERCY PENGUIN . . . . .	57
7. HUMPTY-DUMPTY . . . . .	64
8. PIP THE PANDA . . . . .	70
9. LEO LION: A TOY OR A PYJAMA CASE . . . . .	75
10. MASCOT DOLLS: JACK AND JILL . . . . .	81
11. A 'CHARACTER' TOY: NAPOLEON THE CAT . . . . .	90
12. A JOINTED TOY: DAVID THE SCOTTIE . . . . .	99
13. KNITTED TOYS: MR. AND MRS. JUMBO . . . . .	108



## ILLUSTRATIONS

### *Photographs*

	PAGE
PIP THE PANDA . . . . .	<i>frontispiece</i>
FELT BALL AND STAR-SHAPED RATTLE . . . . .	53
HUMPTY-DUMPTY . . . . .	62
PERCY PENGUIN . . . . .	62
LEO LION . . . . .	79
JACK AND JILL . . . . .	87
NAPOLEON THE CAT . . . . .	97
DAVID THE SCOTTIE . . . . .	106
MR. AND MRS JUMBO . . . . .	110

### *Diagrams*

TOOLS NEEDED FOR SOFT TOYMAKING . . . . .	17
HOW TO VARY THE SIZE OF A PATTERN . . . . .	29
STITCHES USED IN TOYMAKING . . . . .	36, 37
HOW TO MAKE AND INSERT SUPPORTS . . . . .	41
HOW TO PREPARE AND INSERT EYES. . . . .	45
PATTERN FOR FELT BALL . . . . .	52
PATTERN FOR STAR-SHAPED RATTLE . . . . .	55
PATTERN FOR CHIRPY CHICKEN . . . . .	58
PATTERN FOR PERCY PENGUIN . . . . .	60
PATTERN FOR HUMPTY-DUMPTY . . . . .	65
FURTHER INSTRUCTIONS FOR HUMPTY-DUMPTY . . . . .	66
PATTERN AND LAY-OUT FOR PIP THE PANDA . . . . .	71
PATTERN FOR LEO LION. . . . .	76
HOW TO INSERT THE LION'S EYES . . . . .	77
PATTERNS FOR MASCOT DOLLS . . . . .	82

## ILLUSTRATIONS

	PAGE
FURTHER INSTRUCTIONS AND LAY-OUTS FOR MAKING DOLLS .	83
PATTERN AND LAY-OUT FOR NAPOLEON THE CAT	92
FURTHER INSTRUCTIONS FOR MAKING THE CAT . .	93
PATTERN AND LAY-OUT FOR DAVID THE SCOTTIE . .	101
FURTHER INSTRUCTIONS FOR MAKING THE SCOTTIE .	102
PATTERNS FOR MR AND MRS JUMBO . . . . .	116

## CHAPTER I

### TOOLS, MATERIALS AND ACCESSORIES

THE tools required for making soft toys are few and inexpensive, and you will have most of them already in the house. The woman who does a fair amount of sewing and keeps a well-stocked workbasket will find that she possesses the majority of the items suggested here, and the remainder can be purchased for a few pence.

First of all, see that you have a good assortment of sewing-needles. This seems a small matter, but suitable needles for each different process will make the work much easier and more enjoyable, as well as giving infinitely better results.

For ordinary seams use short, firm needles. Sharp's, size 7, are the most suitable, unless you have a definite preference in the length and thickness of your needles. Keep a good supply, so that bent or blunted ones can be readily discarded.

When embroidery cotton or wool is used, for marking animals' features, toes, etc., use crewel needles (those with long eyes). Keep several different sizes—the packets are usually assorted—and see that they have good points. These needles have to pass through the stuffing and they should be sharp and straight.

Two or three double-long darners will also be required, mainly for fixing eyes. These also have to pass through



## MAKE YOUR OWN SOFT TOYS

stuffing—right through the head in most cases—and sharp points are essential.

Special toymaking needles are also supplied by firms specializing in soft toy requirements. These are of two main kinds: (a) semi-circular; (b) long and straight, with points at both ends. They are interesting to experiment with and very helpful for more advanced toys, but are not necessary for the simple toys described in this book.

Very strong sewing-cotton is essential and a good selection of colours is needed, for often several are required in one toy. Size 50 or 60, used double, gives better results than a single coarser cotton. Some workers prefer to use Sylko or similar mercerized cottons of the type used for dressmaking, and these have the advantage of being obtainable in a wider range of colours than ordinary sewing-cotton.

Strong thread in black, white and unbleached shade is needed for fixing eyes and for parts where extra strength is needed, such as joining limbs to bodies. If you have oddments of 'Macramé' thread by you, these are ideal for this purpose.

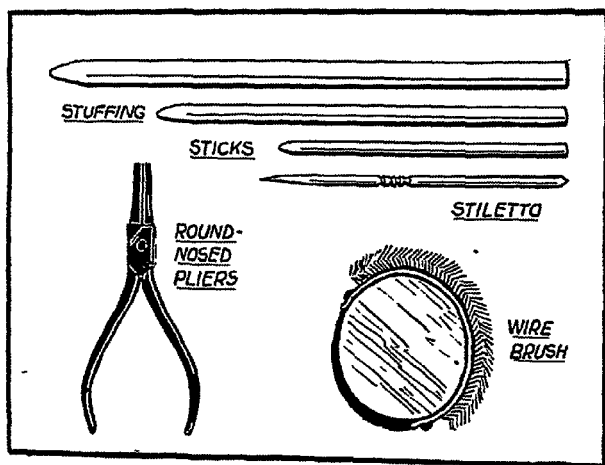
For marking features, use thick silky embroidery cotton or soft, thick tapestry wool. Here again, left-overs from other pieces of needlework can profitably be used up. Stranded cotton should be used double, and other similar embroidery threads used in sufficient thickness to give bold results. Pink, scarlet, brown and black are the colours most used.

See that you have two pairs of good steel scissors—medium size for cutting-out, small for general utility.

## TOOLS, MATERIALS AND ACCESSORIES

Both should have sharp tapering points. Other minor requirements which you are sure to have are: thimble, pins, tape-measure, ruler, pencils, indiarubber, penknife.

The few extra tools which you may have to buy are illustrated here. Stuffing-sticks in about three sizes are needed for pushing the stuffing firmly into place. Special sticks are obtainable from toy-equipment dealers, but as they are merely round wooden rods with one end sharp-



ened to a blunt point, it is quite easy to make them for yourself. For the smallest size, use a wooden skewer or an old penholder. For the others, buy a short length of rounded wood from a woodwork shop or the chain stores, and sharpen one end to a blunt point. Make the middle-size stick about 10 inches long, the large-size one about 12 inches, and correspondingly thicker.

Another very useful item shown here—you may already have one—is a steel stiletto. I use one which was formerly

## MAKE YOUR OWN SOFT TOYS

used for making the holes needed for *broderie anglaise*, and many needlewomen will have similar tools at the bottom of their workbaskets. When you have to stuff a narrow part of your toy, such as tail, thin leg, or elephant's trunk, you will find a stiletto very handy. Insert the point into the material from the outside, and gently push the stuffing into place. This cannot be used on felt or easily-marked materials, but it is ideal for fleecy or deep-piled fabrics.

A pair of round-nosed pliers, costing about a shilling or one-and-sixpence from an ironmonger's and illustrated above is an essential item. See that they have a wire-cutting attachment—most of them do. They are used for preparing eyes and also for making wire supports for animals' limbs.

Lastly, you need a small wire-brush of the type shown above. Most wool shops sell these for about sixpence. The shape of the brush is not important, though the round ones do give a very good grip. If you have made brushed-wool garments, you will probably possess a wire-brush already. It is invaluable for giving a 'well-groomed' appearance to any fleecy toy.

## TOYMAKING FABRICS

It is most important that any fabric used for making the body of your soft toy should be very strong, firm and closely-woven, as the stuffing puts considerable strain upon it. The best materials are fur-cloth and felt.

Toymaker's fur-cloth is made in many colours and varieties—silver-grey mohair for a scottie dog, shaggy brown fleecy for a bear, white curl-cloth for a lamb, fluffy

## TOOLS, MATERIALS AND ACCESSORIES

yellow fleecy for a chick, and so on. Prices vary according to quality, but as the material is 48 or more inches wide, a short length goes a very long way.

The pile of this material is mounted on a closely-woven, tough fabric. It is simple to stitch and to handle, and gives almost magic results, making the simplest little toys look realistic.

Velvet is suitable for making soft cuddly toys for very small children, or for the bodies of long-legged mascot dolls. It has the advantage of giving a 'dressed' appearance to a toy without adding separate clothes.

For the best results, use toymaking velvet. This is a thin, tough quality with a close, short pile, and is available in good shades, such as scarlet, sunshine yellow and emerald green. Ordinary cotton or silk velvet, intended for dresses or furnishing purposes, is not so suitable, as it is usually too thick, and makes clumsy seams when used in small pieces. Also it costs more than the toymaking quality, and the colours are not so useful.

Felt is sometimes used for making smooth-coated animals, but it is mainly used for making beaks and feet, and for cutting into small shapes to make animals' features. It is also very handy for making colourful little coats, hats, etc., for quaint mascot dolls.

This material is obtainable in a variety of excellent shades, bright, dark or pastel tones. It is easy to handle as it does not fray at the edges. You can buy it by the yard, and most needlework shops also stock nine-inch squares, or bundles of even smaller pieces costing a few pence.

When parts of your soft toy are to be hidden, as for a

## MAKE YOUR OWN SOFT TOYS

mascot bunny wearing a gay felt jumper and long trousers, the body may be made from strong unbleached calico or lining. The fur-cloth head, arms, legs and tails are firmly stitched to this, thus lessening the cost of the toy.

It is impossible, in the toy directions given in this book, to state the exact amount of material needed, as instructions are given for making the toys in different sizes. But you will find it a simple matter, when the paper patterns are cut, to lay them out on a table, allowing for those which have to be cut twice or more times, and thus to calculate the amount of fur-cloth or felt needed for each toy.

### STUFFING

For simple cuddly toys, suitable for small children, or for any toy in this book which is made in a small size, the best filling is kapok or vegetable down. This is clean, light, and easy to use. It is bought in one-pound bags, costing a shilling to one-and-sixpence, from most drapers, and this amount will stuff four or five small toys.

Cotton-wool wadding is also good for small soft toys. It is obtainable in white or unbleached shade at the draper's, and the unbleached (a little cheaper than the white) is quite good unless it is likely to show through the outer material.

White mullpuff is another useful filling. It is rather cheaper than kapok but not so easy to get. Woodwork shops or upholsterers are most likely to stock it, in one-pound bags at less than a shilling.

For large and sturdy toys, especially those which stand

## TOOLS, MATERIALS AND ACCESSORIES

on long legs, such as a dog or a lamb, use wood-wool. This consists of firm, coarse wood-shavings, and tradesmen usually have their glass and china packed in it. It will probably cost you nothing at all.

Avoid shavings of the soft 'greengrocery' kind, in which cucumbers, apples, and so on are packed. This makes a soggy and shapeless filling. Avoid bran, also, as a filling for any kind of toy. Although this is sometimes used for ready-made toys—though not as frequently as it used to be—it is difficult to handle, and is inclined to 'leak' at the seams.

## SUPPORTS

Animals which are required to stand up need supports in their legs. Tails, trunks and ears may also need supporting. For medium-sized animals, strong galvanized wire is used for this purpose. For larger animals, or those with thick legs, such as an elephant, papier-mâché cylinders filled with stuffing, give better results. These may either be bought, or made at home. See page 41 for illustration of supports, and directions for making and using them.

## EYES

Animal eyes, made of glass and obtainable in many different sizes, colours and styles, are like toymaker's cloth in that they give an almost magic difference to the appearance of a toy. They cost from twopence to sixpence a pair, and are supplied one at each end of a piece of wire. See page 45 for illustration and further details.

## MAKE YOUR OWN SOFT TOYS

### MASKS

Soft dolls need pretty faces, and this is often the most difficult problem for the beginner in toymaking. Unless you are an expert in embroidering pleasant features—and it is rather difficult—you will do better to use a 'mask'. This is a moulded shape in buckram or similar stiffened fabric, realistically coloured to represent a doll's face. It is sewn to the head, and the edges covered with bonnet, hat or hair. You can obtain masks in several expressions, known as 'baby-face', 'glad-eye', and so on, in varying sizes from about fourpence upwards.

### DOLL'S HAIR

Various kinds of hair can be purchased from toy-equipment dealers, costing about sixpence a hank. You can get straight, silky hair, or the more popular wavy type, usually available in blonde, medium or dark. The hair is supplied in a continuous length, and the thickness may be separated just as required.

### OTHER ACCESSORIES

There are many small items used in soft toymaking, which, though not essential to the beginner, will add to the interest of the craft. You may wish to add whiskers, eyebrows, and so on to some of your models, and for this purpose horsehair is often used. This is purchased in small bundles, which are made up of pieces of sufficient length to make several whiskers at a time.

Bells, squeakers and 'voices' of different kinds may also be obtained in great variety, costing a few pence each.

## TOOLS, MATERIALS AND ACCESSORIES

The ordinary squeaker is quite simple to use, being inserted into the body of the animal, and firmly held in place by the stuffing.

Jointed limbs, of course, add greatly to the charm of a soft animal. To make them, you need some toymaking joints. These vary in size, and usually consist of two stout board or wood discs, a tin washer and a split pin called a cotter pin. The washers and pins may be obtained from an ironmonger, and you can cut the discs for yourself, or the complete joint may be purchased from a handicraft shop.

Jointed toys should not be attempted until you have had some experience of toymaking. The method of making a simple head-joint is described in Chapter XII, at which stage it is assumed that the worker has made up several of the easier toys included in this book.

### A WORD ABOUT 'THRIFT' MATERIALS

Every home has a piece-bag, and when we begin to make soft toys we are sure to find treasures there. Any strong and closely-woven fabric may be used for toys—pink flannelette for a pig, black velvet and white satin for a penguin, white terry-towelling for a bunny, grey blanket-cloth for an elephant.

Similarly, beads or buttons may be used for eyes, and snippets of soft rag substituted for kapok stuffing. I have seen charming and ingenious toys fashioned from these rag-bag oddments, and their cost, of course, is practically nothing at all.

But it is not as easy as it seems to produce successful



## MAKE YOUR OWN SOFT TOYS

rag-bag toys. What you save in cost you must make up in time, patience and extra skill. The success of these toys depends largely on finding 'just the very thing', on expert sewing and stuffing, and unlimited patience in the finishing touches.

Unless you happen to find something really suitable in the family piece-bag, try to get the correct toymaking materials. It is much easier, and certainly more interesting, when you begin toymaking, to use fabrics which carry you half-way to success by their own attractiveness. You will have more fun, for instance, in making a baby panda-bear from soft black-and-white fleecy, with 'really-truly' bright eyes, than in struggling to fashion him from a bundle of oddments and a few beads or buttons.

Very frequently, too, the right materials cost no more than the wrong ones. Eyes and masks cost so little that it is hardly worth the effort to find substitutes for them. Fur-cloth, though it sounds expensive, can be bought by the quarter-yard for two shillings or so, and this amount will make two or three small toys. Coloured felt and velvet, besides being easier to handle and made in more shades, is usually considerably cheaper than either silk or satin. And you can make a beautiful head of curly hair for a doll from the right material at less cost than the skein of mending wool with which you may try to 'make do'.

Toymaking materials and accessories are not, of course, offered for sale in every shop window, but they are just as easy to get as any other craft materials. There are many good handicraft firms who can supply all your wants at approximately the prices given here.

## TOOLS, MATERIALS AND ACCESSORIES

If you want help in obtaining toymaking goods, I shall be glad to advise you about any item mentioned in this chapter. There are also available, in many cases, sets of complete materials, with pattern, to make the toys described in this book. It is impossible, in these days of fluctuating costs, to give a definite price here, but they mostly cost from one-and-threepence to four shillings. In every case, a set of materials to make a toy costs much less than buying small quantities of all the requirements separately.

## CHAPTER II

### MAKING AND 'USING PATTERNS

EVERYONE will realize that you cannot produce a good toy without a good pattern. But it is also true to add that a well-shaped pattern makes your work easier, as well as more successful. When your pattern is cut faithfully to represent the square outline of a scottie's head, or the gentle curve of a duck's back, it is easier to stuff the toy. With a careless pattern, you must struggle to push the toy into the outline you want.

For your first few toys, therefore, it is best to use a good pattern designed by an expert, so that you profit by the experience of others. After a while, you will find that you can design your own toy patterns and so express your own ideas.

The general principles for designing patterns are much the same for all toys. The usual plan is to cut a shape to represent a side view of the animal or doll, and then to add gussets of various shapes to add breadth and to allow for separate limbs. Special details and methods, however, are needed for each type of toy, almost all of the simplest types being described in the later chapters of this book.

You can buy your toy patterns ready cut, and if you pay a fair price you will probably get some excellent designs. But many of those offered for sale at low prices are disappointing, for the small details of a toy pattern can readily be ruined by careless cutting.

It is far better, and even less expensive than the most

## MAKING AND USING PATTERNS

'bargain-price' pattern, to cut your own with the aid of expert advice. The patterns shown in this book are all carefully designed and are reduced to the simplest essentials. They are planned in such a way that you will find them easy to copy in any size without the need for any skill in drawing. You should have no difficulty with them—even if you can't draw anything except a deep breath!

### HOW TO COPY ANY PATTERN FROM THIS BOOK

Did you ever have to copy the map of England in your schooldays? Do you remember ruling in the lines of latitude and longitude, and using them to guide you in getting the capes and bays in the right place? These patterns are arranged on the same plan, with helpful squares to ensure your getting the shapes and proportions right without trouble.

You need pencil and ruler, and some plain, firm paper—uncreased wrapping paper is ideal. Count up the number of squares in the length and breadth of the pattern you wish to copy, and draw on your paper a shape with that number of one-inch squares. Thus, for the second 'chick' pattern on page 29, your shape will be 6 inches long and 6 inches wide. For the lion pattern on page 76 you need a shape 14 inches long and 8 inches wide.

Divide your shape, whatever size it is, into one-inch squares. Now, by following the squares marked on the pattern, you will find it a simple matter to copy the shape of each piece. Note that turnings are allowed for on every edge— $\frac{1}{4}$  inch where fur-cloth, velvet or similar material is to be used, and  $\frac{1}{8}$  inch for felt. *Do not allow any extra*

## MAKE YOUR OWN SOFT TOYS

*turnings*, or you may throw the shapes, especially the smaller ones, out of proportion.

Before cutting out the patterns, write on them all the information given on your copy—the name of each part, dotted lines, letters and so on. Take special care to add the wording given in brackets, as this shows how many times each part should be cut out in material.

All toy patterns should be mounted on cardboard. Not only will they last longer, but they will be much easier to use. You can either paste the whole squared shape on to cardboard, and then cut out the parts, or cut them out in paper first, sticking each on cardboard and cutting out again when firmly fixed.

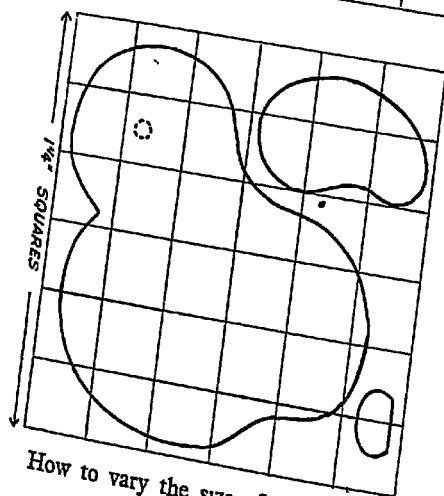
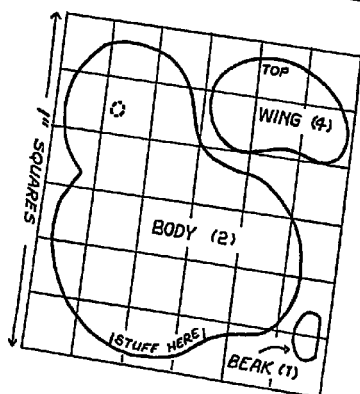
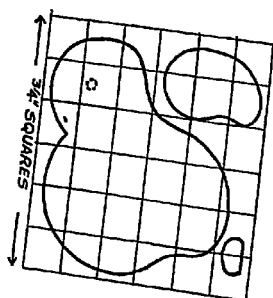
### HOW TO MAKE A LARGE-SIZE TOY

If you copy any of the patterns in this book on a basis of one-inch squares, you will get a medium-size toy, exactly the same size as the original models illustrated. To make a larger toy, rule your space into  $1\frac{1}{4}$ -inch squares and proceed as before. A glance at the diagram opposite makes this quite clear.

For a very large size, you might even use  $1\frac{1}{2}$ -inch squares, but it is unwise to go beyond this limit, or you may introduce new problems for which you are not prepared.

### HOW TO MAKE A SMALL-SIZE TOY

Rule your space into  $\frac{3}{4}$ -inch squares (see diagram opposite), and proceed as before. For the larger toys shown in this book, such as Humpty-Dumpty or Napoleon the



How to vary the size of a pattern

## MAKE YOUR OWN SOFT TOYS

Cat, you can reduce them still further, but small toys such as the chick and the penguin are difficult to make on less than a  $\frac{3}{4}$ -inch basis.

It is very interesting to make up the same toy in two or three different sizes, or to make families, with mother, father and baby. These make a specially good show on the bazaar stall. Try making three penguins, large, medium and small, or a panda family, and setting them out in some amusing fashion on your stall. Not only do they attract visitors, but you will almost always sell the whole set to one buyer.

When altering the size of your patterns, an important point to remember is that you will also alter the size of the turnings allowed. For a larger toy, you will get a more generous allowance for turnings; for a smaller toy, your turnings will be rather too narrow. Allow for this difference by cutting out larger patterns just *inside* the lines, smaller patterns just *outside* the lines.

## CUTTING OUT YOUR TOY

Lay your material on the table with the wrong side facing you. If you are using fur-cloth, or anything with a pile, it is important to cut out your patterns so that the finished toy will 'stroke' the right way. This point has been considered for the lay-outs given in this book, and if you see that the pile of your material goes downwards (see arrows on lay-outs, pages 71, 77, 93, etc.), every piece will come right.

Place your patterns on the material to the best advantage. All but the simplest toys in this book give a lay-out

## MAKING AND USING PATTERNS

sketch to show you how to make the best use of each piece of fabric. Plan out *every* piece before cutting out. Where shapes have to be cut several times, it is a good idea to cut them out in paper the same number of times, so that you can see the whole plan before you. It is *very important*, when you have to cut a pair of pieces, such as the two sides of a cat's body, to make *quite sure* that the patterns face different ways when laid out (see lay-out for Napoleon the Cat on page 92). If they both face the same way, you will have two left sides, or two right sides—rather like the old mistake of making a frock and cutting two sleeves for the same arm!

But unlike cutting out a frock, you cannot pin your toy patterns down and cut round them. A much better way is to lay a small weight on each pattern—I use cotton-reels, scissors or anything else that is handy—and draw round it. Use a sharp pencil on light material. On dark materials, a little white water-colour paint marked round with a fine brush gives best results.

When every section is marked out, remove all patterns and cut out. Use scissors with good points, and cut only a very little material at a time. This prevents you from cutting through the fur on the right side. Where you have several small pieces—four soles for an elephant, perhaps, or a pair of ears with linings to match—pin them together as soon as they are cut out, so that you won't lose them.

## PRESERVING YOUR PATTERNS

The many pieces of a toy pattern are as easy to lose as the pieces of a jig-saw puzzle, and without one vital



## MAKE YOUR OWN SOFT TOYS

section you may be at a loss next time you come to make up a favourite toy. Keep each set of patterns in a large envelope. (Those in which the big stores send their sales catalogues are ideal for the purpose.) Write on the envelope the name of the toy, the size when finished, and the number of pieces to the pattern. This hint will save you much time and trouble when you want to repeat a toy.

### CHAPTER III

#### MAKING UP THE TOYS—GENERAL DIRECTIONS

MOST of the stitches and processes used in toymaking are familiar to the needlewoman, or are based on something familiar, with just that little variation which adds interest to a new craft. All the stitches needed for the toys in this book are clearly shown on pages 36 and 37, with notes on their use. Other processes described in this chapter are also illustrated with clear diagrams, so that no one need go wrong for lack of help.

Only general directions are given in this chapter. Details and special methods for use with each particular toy are given in later chapters, as each toy is described. When you have made a few toys, you will soon discover that you can make up an animal or doll mascot without directions, merely using your experience to decide in what order the parts should be put together.

Careful observation of real or pictured animals will help you to produce successful toys. The angle of a tail, the position for ears and eyes, the curve of a leg or the outline of a paw are very important little points to be noted from personal observation. Every type of animal differs in these respects, and it is truly surprising how a pair of ears correctly pricked will give a convincing air to your dog, or how a tail wrongly set will spoil him.

It is a good plan to keep by you a collection of animal

## MAKE YOUR OWN SOFT TOYS

pictures—a child's cast-off 'Zoo' book, or a few photographs snipped from the newspaper. When you need information on a special point, it is not easy to come across the necessary animal at short notice. Even dogs and cats are not always there when you want them, and when you are anxious to know just how a spaniel's ears go, or what shape to make a cat's nose, it is astonishing how scarce these domestic animals suddenly become!

### SEAMS

On fur-cloth and velvet, seams are invariably made on the wrong side, taking  $\frac{1}{4}$ -inch turnings. If you are an expert they may be made on the sewing-machine, but there are so many corners and curves that considerable skill is needed, and in any case it becomes slow work. It is almost as quick, and usually much more satisfactory, to stitch the seams by hand, using back-stitching (see diagram) and strong double cotton. Make your beginnings and endings and indeed the whole stitching *very firm*, as the stuffing puts some strain on the seams, and weak spaces will easily burst apart.

If you push the 'whiskers' of the fur down in between the turnings with your needle as you work, you will find that the seams scarcely show on the right side when finished, especially if brushed well with a wire-brush. This means that you can often piece together small scraps of fur-cloth to avoid waste. In this case, however, take care that the pile of both pieces to be joined lies in the same direction.

Felt seams may be made in various ways, and as the

## MAKING UP TOYS—GENERAL DIRECTIONS

edges will not fray, smaller turnings are needed. Longish seams, for the main part of a body, or a doll's dress, may be made on the wrong side with back-stitching. For small parts, such as a bird's beak, where you would have difficulty in turning the part out, stitch on the right side with stab-stitching (see page 36). The sewing-machine may be used to advantage with felt, and if carefully done (though it is scarcely quicker than hand sewing), it looks very effective.

Another way of seaming felt together is to overcast the raw edges (see page 36), taking a small regular piece on your needle each time. This method is used where a flat seam is needed, for it may be pressed out with the fingers afterwards. The felt ball shown on page 53 is seamed together in this way.

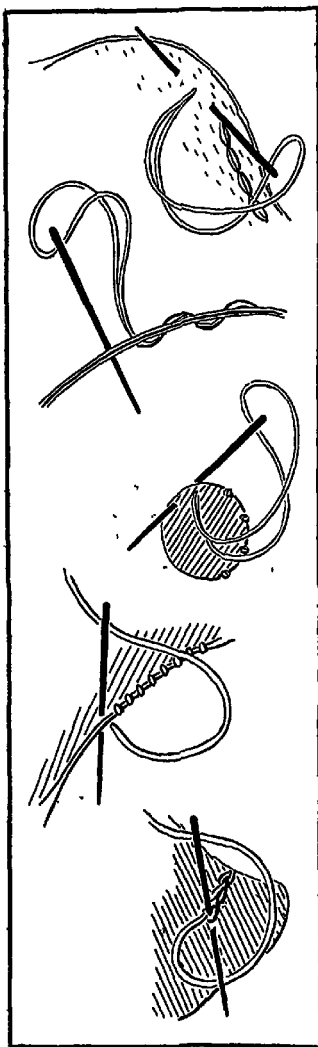
### MAKING THE 'CASE'

The 'case' is the main body of the animal when sewn together ready for stitching. It may include the trunk, head and all the legs, or it may be just a trunk with head only, or a trunk with legs, the rest of the limbs being added separately.

Details for making up each case are given in the directions for each toy. The main point to remember is to think out the order of making up before you begin. Try to join as many parts as you can while the shape is still fairly flat, and remember to leave a space for turning out and stuffing.

The stuffing-space is usually indicated on the pattern. If it is not, choose a spot from which you can stuff all

## MAKE YOUR OWN SOFT TOYS

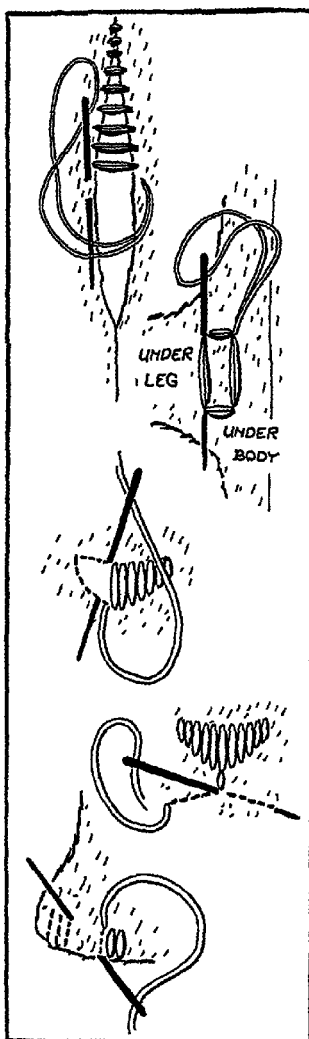


1. *Back-Stitch*.—Used for sewing together the parts of the 'case'. Work on the wrong side, with strong double sewing cotton.
2. *Stab-Stitch*.—Used for sewing together edges of felt or other non-fraying fabric. Work on right side,  $\frac{1}{8}$  inch in from the edge, using strong double sewing cotton.
3. *Appliqué-Stitch*.—For applying felt to any other fabric. Work on right side, with strong double sewing cotton.
4. *Overcasting*.—For joining felt edges which are to lie flat. Work on right side, using single embroidery cotton.
5. *Chain-Stitch*.—For marking and outlining features, etc. Work on

## MAKING UP TOYS—GENERAL DIRECTIONS

right side, using single embroidery cotton.

6. *Ladder-Stitch*.—For sewing up opening when toy has been stuffed. Work on right side with *very strong* double cotton.
7. *Bracing-Stitch*.—For pulling legs close in to body after stuffing is complete. Work on under side of body, with *very strong* double cotton.
8. *Satin-Stitch*.—For marking nose, mouth, paws, etc. Use embroidery cotton, single or double.
  - 8a. Working nose.
  - 8b. Working mouth.
  - 8c. Working paws, etc.



## MAKE YOUR OWN SOFT TOYS

parts of the case fairly easily. It should not be in too obvious a place, in case it shows a tiny bit when sewn up, nor at the corner of two seams, as this adds to the difficulty of making a neat finish. The best position is usually in the back, just above the tail, or, for a standing dog, elephant and so on, the centre part of the under-body seam.

Turn your case right side out through the stuffing-space, working very gently to avoid straining the seam or stretching the raw edges of the opening. It is most important to poke well out with your fingers all corners, angles and curves, otherwise much of the shape of the finished toy will be lost.

### STUFFING

Before beginning to stuff a toy, spread a cloth over the table and sit well up to it. Don't try to stuff a toy when sitting in an armchair. Pull the stuffing into small pieces. In the case of kapok, remove any little hard pieces, and fluff out till it is very soft and light.

Try not to stretch the edges of the opening while you are stuffing, or it will not seam up well afterwards. When stuffing a white or light-coloured toy, it is a good idea to protect the edges of the opening from becoming soiled. To do this, cut an oblong of calico or other strong material, and make a slit in it the exact length of the opening. Place the calico over the opening and tack firmly round the slit, thus holding it well over the opening. Leave this protector in place until the toy is completely stuffed, and remove it before sewing up the opening.

Use a very little stuffing at a time, and push it well into

## MAKING UP TOYS—GENERAL DIRECTIONS

place with your stuffing-stick before adding more. Deal patiently with narrow places such as paws and tails, for you cannot force further filling into them afterwards without straining the seams. Use your stiletto gently from the outside to push filling into the extreme ends.

Always fill the parts farthest from the opening first. The most usual order for stuffing is head, fore-legs, hind-legs, tail, body, but this may need to be modified as occasion demands. Take special care with the joins between limbs and trunk, as the stuffing here wears looser and more flabby with constant handling.

Much better results and much rounder limbs are obtained by holding the case in the hands while it is being stuffed. If you lay it on the table, you tend to get flat, shapeless limbs. Much can be done to mould the animal well by keeping a picture before you while stuffing, and trying to copy the shape. This is specially true of the head. Keep your thumb flat across the head, just in front of the eyes, in most cases, and push well in so that you get a well-shaped forehead.

Don't over-stuff your toy, or it will be hard and unyielding. Let it be gently firm when pressed, without loose places. When you are satisfied with it, close the opening with ladder-stitch (see page 37). After the first few stitches pull your thread up very tightly. Unless you are using *very strong* cotton, it may be useful to have four thicknesses in your needle here, as the pulling up puts considerable strain upon it. Brush the seam well with a wire-brush to remove scraps of stuffing and to raise the pile, and the opening should scarcely show at all.



## MAKE YOUR OWN SOFT TOYS

### SUPPORTS

Most small 'cuddly' toys, such as the puppies, bunnies and bears which small children love, need no supports. In fact, any toy intended for a baby should be made as soft as possible, and should quite definitely *not* contain supports.

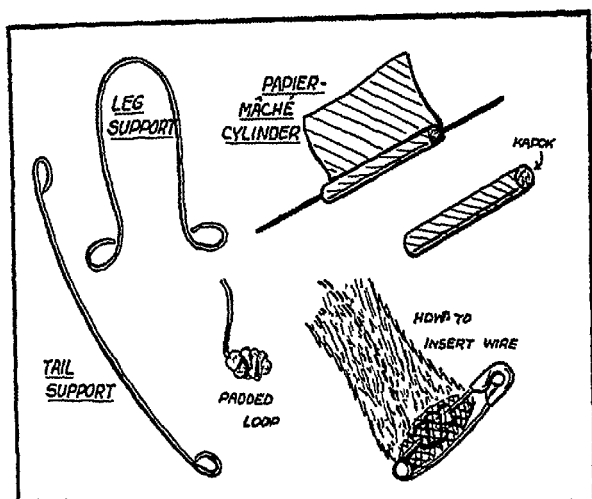
But larger and sturdier animals, intended for older children, or quaint long-legged creatures which are popular for mascots, are often improved by some kind of strengthening in their legs and tails. Two kinds of supports are most generally used—wire for tails, ears and slim legs, such as those of a lamb, and *papier-mâché* cylinders for thick legs, such as an elephant's.

Wire supports are made from strong galvanized wire, which can be bought in coils from the ironmonger. For a standing animal, such as a dog or a lamb, you need to make two leg supports, one for the fore-legs, and one for the hind-legs. To make each one take a length of wire—about 14 inches for a medium-size dog—bend it into a loop, and then bend each end into a smaller loop (see diagram). Pad each small loop with a scrap of stuffing, tied in place with cotton.

Stuff the animal's head and neck, and then place the support inside the two fore-legs. The support should be high enough to come well up into the chest, and leave a space beneath it which can be stuffed. Take two large safety-pins, insert them through the soles of the feet from the outside (see diagram), and pin the padded ends of the support firmly in place.

## MAKING UP TOYS—GENERAL DIRECTIONS

Stuff the legs, taking great care to keep the wire in the centre of the legs; otherwise it will in time work through the outer material. Stuff the chest, embedding the support in it. Continue stuffing the body, and insert the hind-leg support in the same way. Do not remove the pins until the whole body is stuffed.



Supports for tails and ears are made and used in a similar way (see diagram). They should be long enough to pass well into the body.

*Papier-mâché* cylinders may be bought ready made and cut to the required length. Or they may be made at home as follows: Take a length of strong paper, and paste it well all over. Roll it tightly round a fairly thick bone knitting-needle (see diagram), until it is thick enough, then slip out the needle and leave the cylinder in a warm place to dry

## MAKE YOUR OWN SOFT TOYS

and harden. A very small amount of grease on the needle helps the cylinder to slip off easily.

Pack the cylinder tightly with kapok or other stuffing, and insert into the leg when you are ready to stuff it. This type of support cannot be pinned in place, and great care must be taken to keep it pushed well down in the leg as it tends to rise until it is firmly held by the stuffing round it.

## CHAPTER IV

### ADDING FEATURES AND FINISHING TOUCHES

WHEN your first toy has been finally stuffed and the opening sewn up, you may perhaps be a little disappointed with its appearance. You have put a lot of work into it, you think, and here it is looking rather tumbled and uninteresting, probably with its legs splayed out in the most ungainly fashion—not a bit like the toy in the picture.

But we shall soon remedy all those troubles. The bulk of the work is done and all you have to do now is carefully to add the finishing touches which lend expression and distinction to your toy.

First of all, give the whole body a thorough grooming with the wire brush. It will need another brushing finally, but this first one will show you how different the fur looks when it has been well brushed and the seams hidden.

Next, if your animal is a standing one, the legs must be drawn in close to the body with strong bracing-stitches (shown on page 37). Turn your animal with the under-side towards you, and deal with one leg at a time. Take a large needle and very strong double thread, and make a stitch in the body, about an inch from where it joins the leg. Fasten the thread firmly, then take a stitch in the under side of leg, about an inch from where it joins the body. Pull your thread tightly. Repeat several times, first a stitch in the leg, then a stitch in the body, pulling tightly so that the leg is drawn close to the body. Repeat for the

## MAKE YOUR OWN SOFT TOYS

other leg. Any other part of the animal may be braced in the same way.

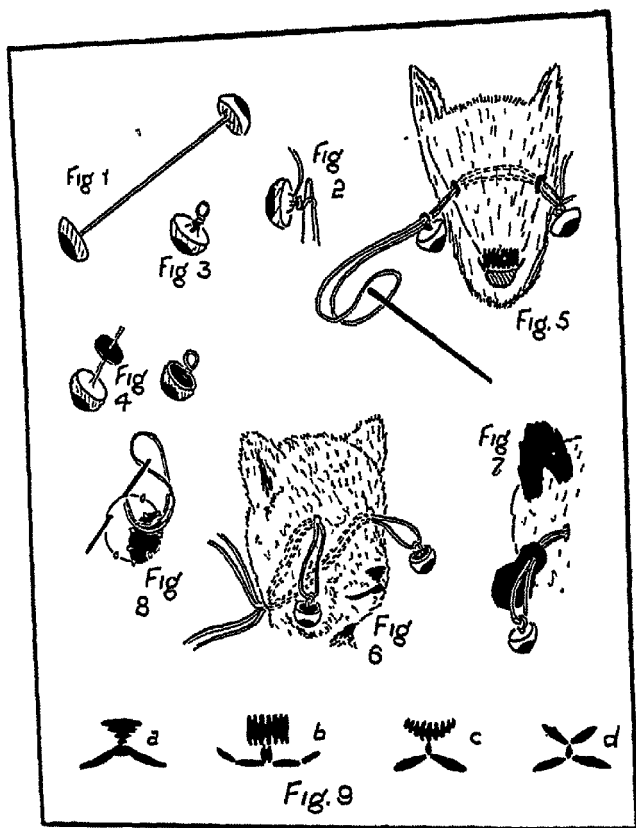
### HOW TO PREPARE AND FIX EYES

This is a very important part of toymaking, for the eyes determine the whole expression of the animal, and once they are in place, the whole toy begins to take on a new interest. Every step in dealing with animal's eyes is clearly shown in the diagrams opposite.

When purchased, the eyes are fixed one at each end of a piece of wire (Fig. 1). Cut the wire in the centre with your pliers. Take hold of one eye with the tip of the pliers, holding it by the wire about  $\frac{1}{2}$  inch from the eye. Take hold of the end of the wire, bring it round the front of the pliers, take it under the wire close to the eye, right round, and round to the front again. Fig. 2 makes this clear. SPECIAL WARNING—twist the wire, *not the eye*, or the latter may break off.

Slip the pliers out of the loop you have made. Cut off the spare piece of wire, and press the remaining end close into the neck of your loop with your pliers. Your eye should now look like the one shown in Fig. 3. Twist the second one in the same way.

Note that the same sized loop is always made, whatever the size of the eye. If you cannot get eyes of the colour you want—you will find yourself always needing different shades—use a clear glass eye, with a tiny circle of felt behind it to supply the right colour-note. Slip the circle on the wire, then twist as before. Fig. 4 shows an eye prepared in this way.



*How to prepare and insert eyes and other features*

Fig. 1, pair of eyes as purchased; Fig. 2, twisting the shank, Fig. 3, eye ready to be inserted, Fig. 4, adding coloured felt behind eye; Fig. 5, how to insert eyes which look outward, Fig. 6, how to insert eyes which look forward, Fig. 7, how to fix an eye-patch, Fig. 8, how to make an eye from felt; Fig. 9, noses and mouths, (a) cat, (b) dog, (c) bear, (d) bunny

## MAKE YOUR OWN SOFT TOYS

You will need a long darning needle to insert the eyes, and strong double thread. With the point of your scissors, make a small hole in the head for each eye-shank to sink into. Take care that both holes are level.

Most small toys have the eyes inserted as in Fig. 5. Tie the end of your thread to the first eye, leaving an end, and pass the needle through the head. Pick up the second eye on the thread, and pass needle back through head, pulling thread tightly so that both eyeshanks sink well into the head. Pass the needle through the head from one side to the other several times. Finally bring it out where you began and cut off the thread, leaving a few inches. Tie this to the end originally left, using a reef knot. Cut off the ends, and the knot will slip back beneath the eye.

For larger animals which have eyes definitely looking forward, rather than outward (such as a cat), the method shown in Fig. 6 gives very realistic results. Each eye is inserted separately, and the two pairs of ends brought out in the same spot at the back of the neck. Pull the ends tightly, and tie with a reef knot. Cut the ends, and the knot will be hidden in the fur.

Where there is an eye-patch beneath the eye, as for a panda-bear, cut out the patch and slip it on your needle when fixing the eyes, as shown in Fig. 7. When the fixing is complete, sew the raw edges of the patch neatly and securely to the rest of the head.

If you wish to use shoe-buttons or beads for eyes, they may be fixed in either of the ways shown here. For smooth-bodied animals, you may prefer to make eyes from felt, and Fig. 8 shows how to do this. Cut a circle of

## ADDING FEATURES AND FINISHING TOUCHES

orange or yellow felt, and a small section in brown or black. Sew the dark piece to the light one, then sew the whole circle to the head with tiny stitches as in Fig. 8.

### FIXING MASKS

Masks to make dolls' faces may be sewn in place in various ways. Perhaps the easiest of all is to make the head in the ordinary way, either separately or with the body, and to sew the mask to the front of the head with small stitches round the edge. Pad the back of the mask with a little stuffing before sewing. The edges are hidden by sewing a bonnet or frill of material round the mask.

Rather a better way, and not much more trouble, is to sew the mask in place as described for Jack and Jill, and illustrated on page 83. Here the material for the head is pinned round the mask, right sides inward, and mask and material back-stitched together. When this is finished, turn the mask and head right side out, stuff, and slip-stitch the back edges of the head together.

### NOSES, MOUTHS AND TOES

These are usually indicated with a few bold satin-stitches in wool or thick embroidery thread (see diagram on page 37). Every animal has a typically-shaped nose and mouth, and it is worth while observing these shapes, either from life or from a clear picture, for they give a very real touch to your toy when correctly interpreted.

Some of the usual types are shown in the diagram on page 45. Here you see the triangular nose and drooping mouth of the cat, the squarer, inquisitive 'doggy' nose, the



## MAKE YOUR OWN SOFT TOYS

more shallow nose of the toy bear, and the delicate nose of the bunny. Remember, however, that dogs are of many different breeds, and the shape of the nose will vary accordingly. An amusing finish for a dog's nose, as well as for some other animals, is a tiny tongue cut from scarlet felt and stitched below the nose (see Fig. 5, page 45).

### EARS

These are usually made in the form of small bags, stitched on the wrong side and turned out. Both sides of the ear may be made of fur-cloth, or the inside may be cut from flesh-coloured felt. Always cut the inside a little narrower than the outside. The ear may be wired as already described, or you will find that the felt helps it to stand upright.

Here again, careful observation of real animals is of great help. Try to sew the base of the ear to the head in the way in which it grows on the animal. A cat's ear grows in a semicircle, while a terrier's is pricked at a narrow angle. A bunny's ears should be caught together with a few stitches half-way up, unless you want your toy to look definitely flop-eared.

### BEAKS, FEET AND TAILS

Few general directions can be given for these, as they vary for each animal. Beaks are usually made of felt, stitched on the right side with stab-stitch, and lightly stuffed. Leave the wide end open, and sew over a corresponding open space in the head. Closed beaks are the

## ADDING FEATURES AND FINISHING TOUCHES

easiest to make. Open ones can be made with care, and add an expressive touch to mascot ducks and similar toys.

Feet can be made in many ways. For penguins and ducks, use felt and make as for beaks, but do not stuff. Swimming ducks need only felt feet, sewn towards the back of the underbody in a trailing position. Standing ducks may have legs made of strong galvanized wire, wrapped round with felt strips, and felt feet added, but these are rather more difficult.

A chick's feet are very easily contrived from pipe-cleaners dyed orange, while brown-dyed ones make feet for an owl. The pipe-cleaners may be used singly, or two or three together for greater strength where needed. They are readily twisted into any position, and can be pushed well into the body and firmly sewn in place.

Where animals have fairly large or wide-at-the-base tails, these are best made up as part of the 'case'. Napoleon the Cat and David the Scottie have tails made in this way. Narrow tails—for a lion or an elephant, for example—are merely strips of fur-cloth, slip-stitched together on the right side, and sewn to the body at the correct angle. Some tails, such as a lion's, have a characteristic tuft at the end, and this should be added, either with a scrap of longer-haired cloth, or a few bunched stitches in matching embroidery thread.

## WHISKERS

These make an interesting finishing touch and are best made from horsehair, though white waxed thread makes

## MAKE YOUR OWN SOFT TOYS

a good substitute. Thread a length into your needle, and make a small stitch at the side of the mouth, leaving an end long enough to form a single whisker. Take the needle across to the opposite side of mouth, leave a loop long enough to make two whiskers, and then make a small stitch where your needle came out. Go backwards and forwards in this way till you have a sufficient number of whiskers, making a small strengthening stitch each time. Cut the loops to make separate whiskers. Eyebrows may be made in the same way.

When all features, markings, and so on, have been added, give the toy another grooming with the wire-brush, paying special attention to seams and stuffing-space. These can be entirely hidden with skilful brushing.

Every toy needs some tiny finishing touch. Cuddly toys, and natural animals of perhaps a dull neutral tone, may be given a bright ribbon bow at the neck. A dog needs a collar—tartan for a scottie, of course—a kitten may have a bell at its neck, a lamb looks very appealing with a felt buttercup in its mouth, while a bunny invariably needs a carrot fashioned from a scrap of orange and green felt.

Mascot animals and dolls are improved by some item of clothing, the simpler the better. Gaily-coloured felt is easily made into coats, trousers, skirts, hats, and so on. An apron for a bunny, a scalloped coat for a monkey, or a pair of shorts with braces for a standing elephant, add an amusing finish and give a refreshing individual air to the simplest toy.

## CHAPTER V

### TWO EASY TOYS: FELT BALL AND STAR-SHAPED RATTLE

THESE two easy and quickly made toys provide a good introduction to soft toymaking. Both are suitable for small children. The gaily-coloured felt ball is just the thing for nursery games; the rattle is a dainty little pram-toy for baby.

Many delightful colour-schemes can be worked out with these toys. Two or three of each, in assorted colours, would prove attractive and saleable on the sales stall, and as the materials are inexpensive they cost little to make. The ball measures  $1\frac{1}{2}$  inches round the middle; the rattle is 7 inches across.

#### *Materials for Felt Ball*

Assorted felt pieces in several bright colours—eight if possible. Stranded cotton in black or other dark shade. Kapok or cotton-wool wadding.

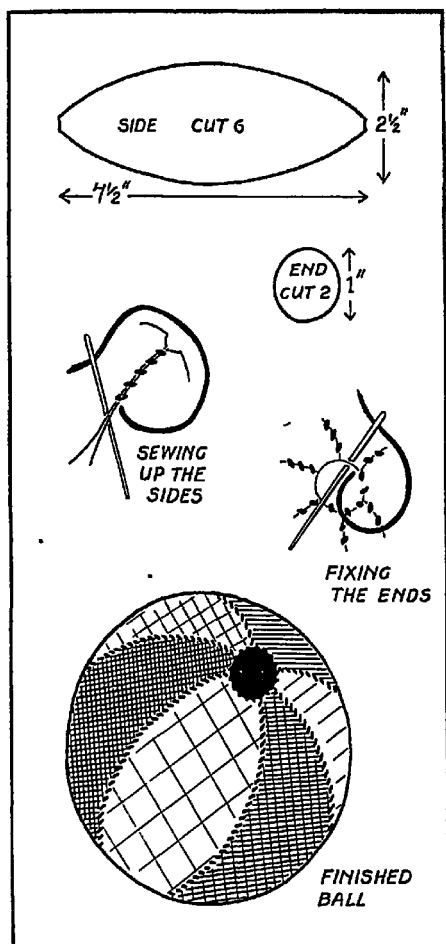
#### HOW TO MAKE FELT BALL

From plain, firm paper, draw and cut out the pattern given on page 52. This represents one of the six identical sections needed for the ball. Stick your pattern to a piece of cardboard, and cut out. (The pattern may be drawn straight on to cardboard if preferred.)

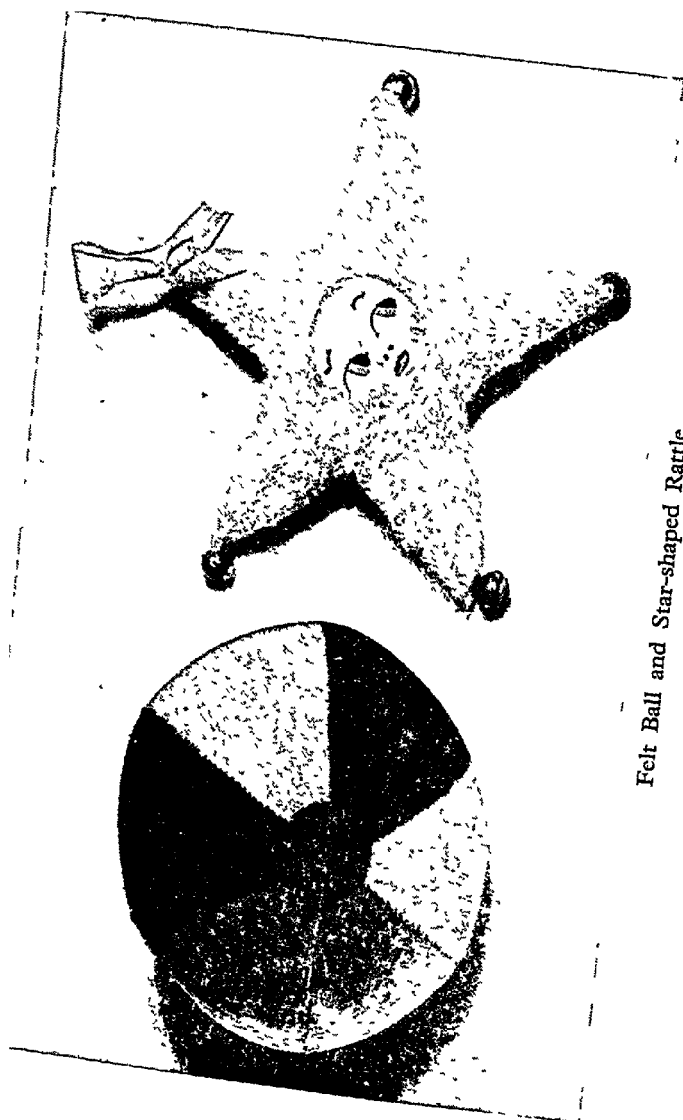
Lay the pattern on your felt, draw round it with a sharp pencil, and thus cut out six sections. Six different colours

## MAKE YOUR OWN SOFT TOYS

look very gay, but failing that use three, or even two shades, alternating them as you sew the sections together.



Cut out also two small felt circles—again in different colours if possible—by drawing round a halfpenny. These



Felt Ball and Star-shaped Rattle

## MAKE YOUR OWN SOFT TOYS

are used to neaten and to strengthen the ends, where all the joins come together.

Place any two side sections together and join them with over-casting in black stranded cotton. It is best to use all six strands of the cotton together in the needle throughout the work. The stitching is done on the right side, and no turnings are needed, as felt does not fray. Take up only a small piece of felt from each edge but, on the other hand, make quite sure that you take sufficient to hold the seam firmly together.

When the first seam is complete, add another section, and continue till they are all joined up. Leave a space in the centre of one seam, so that you can stuff the ball. Before filling, put your hand inside and run your finger along the under side of each seam, flattening it out as much as possible.

Stuff the ball, moulding it with your fingers into a good round shape. Do not make it too hard as it is intended only for very small children. Insert the stuffing very gently, a little at a time, so that the edges of the opening are not stretched or soiled. Overcast the edges of the opening firmly together.

Place the two felt circles over the ends of the ball, and sew in place, making the stitches match those in the seams as far as possible. Brush the ball thoroughly with a soft clothes-brush to remove any scraps of stuffing.

### *Materials for Star-Shaped Rattle*

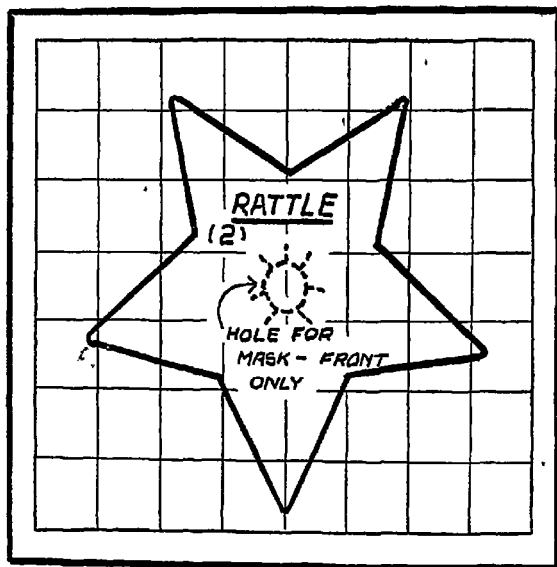
Fleecy-cloth for front, felt for back in two pastel shades, or light front and darker back—pink and

## TWO EASY TOYS

apple-green, blue and primrose, apple-green and brown are some good suggestions. Small 'baby-face' mask. Scrap of ribbon for bow. Four bells. Kapok or cotton-wool.

### HOW TO MAKE STAR-SHAPED RATTLE

Draw an oblong on plain paper, 8 inches wide, and 7 inches long. Divide it into one-inch squares, and with their help copy the star shape below. Mount on cardboard and cut out.



Cut a *small* hole in centre of front piece, snip edges and turn back on wrong side (see diagram). Keeping fleecy wrong side up, take the mask, also wrong side up, and place in the hole. Sew firmly round edge of mask, so that



## MAKE YOUR OWN SOFT TOYS

you get a good circular shape—or oval, if the mask is that shape—on the right side.

Join the fleecy and felt together along the edges, back-stitching with strong double cotton. Leave a small space, turn right side out, and fill softly with stuffing. Slip-stitch the opening together, and brush the fleecy with a wire-brush, the felt with a soft brush. Sew a ribbon bow to the top point, and a bell to each of the others.

## CHAPTER VI

### CHIRPY CHICKEN AND PERCY PENGUIN

THESE are small cuddly creatures which every baby will love, and which every mother or aunt or nannie—or even schoolgirl sister—can make without any difficulty. They may be fashioned from piece-bag oddments if necessary, but they will look much more appealing when made from fleecy-cloth. The chick stands about 6 inches high, the penguin 8 inches high.

#### *Materials for Chirpy Chicken.*

Yellow fleecy-cloth. Scrap of orange felt for beak. A pair of eyes. A pair of orange pipe-cleaners. Kapok or cotton-wool.

#### HOW TO MAKE CHIRPY CHICKEN

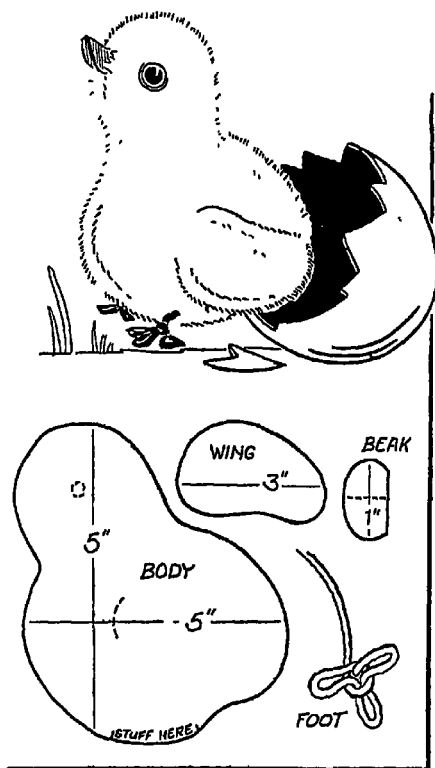
Draw on firm paper the pattern pieces shown overleaf—body, wing and beak—to the given measurements. Write all the given information on the patterns, cut out and mount on cardboard. If you want a chicken of a different size, lay the pattern on paper ruled into one-inch squares, and draw round each piece. Now using this as a copy, draw out the pieces on paper ruled in  $\frac{3}{4}$ -inch,  $1\frac{1}{4}$ -inch or any intermediate size squares. (See Chapter II for further directions.)

Cut out the body twice and the wing four times, from yellow fleecy. Take great care that the parts are cut out to

## MAKE YOUR OWN SOFT TOYS

face each other when made up. Cut out the beak once in orange felt.

Place the two body-pieces exactly together, right sides inwards, and back-stitch firmly all round, using strong



double cotton. Leave a stuffing-space beneath the body where shown on pattern. Turn inside out through this space, pushing all curves well out. Stuff softly, using a very little stuffing at a time and pushing it firmly into place as you go. Stuff the head first, then the body, hold-

## CHIRPY CHICKEN AND PERCY PENGUIN

ing the case in your hands and modelling it to a good shape while stuffing. Turn in the edges of the opening, and draw firmly together with ladder-stitch (see page 37).

Place the wings in pairs, right sides inward, and back-stitch each pair together, leaving a small opening on the under side of each. Turn out both wings, and sew up opening. Do not stuff. Sew each wing to the body with a few strong stitches (see dotted line on pattern for position). If preferred, the wings may be sewn to the body in a more outspread, upward position, so that the chick appears to be running.

Fix the eyes with strong cotton, taking this through and through the head (see Fig. 5, page 45). Fold beak in half (see dotted line on pattern), and sew to body along the straight edge of beak, with the folded part at the top. You can see the position and angle of the beak from the sketch of the finished chick.

For the feet, twist each pipe-cleaner into three 'toes', as shown in the sketch. Turn up the remaining end of the cleaner to form the leg, and take care to get both feet the same size and length. Make a hole on each side of the under-body, about the centre of the line where the stuffing-space was made. Push a leg into each hole, and sew very firmly in place, pushing the leg well into the stuffing, and making quite sure that small inquisitive baby fingers cannot pull the legs out. Each leg should be about  $\frac{3}{4}$ -inch long, including foot, when finished, and the chick should balance firmly on both feet and the tip of his tail. Complete by brushing up well with a wire-brush.

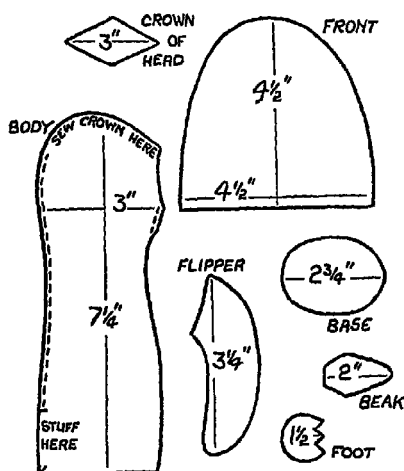
## MAKE YOUR OWN SOFT TOYS

### *Materials for Percy Penguin*

Fleecy-cloth in black and white. Small piece of golden-yellow felt for beak and feet. A pair of eyes. Kapok or cotton-wool.

#### HOW TO MAKE PERCY PENGUIN

First cut the patterns from stiff paper. The shapes are simple and full measurements are given. To make the penguin pattern in other sizes, see directions for chick, and also in Chapter II.



Take the black fleecy, turn wrong side up, and cut out the body and flippers twice each, and the 'crown' once. (See Chapter II for the best way to arrange and cut out patterns.) Make sure the pieces cut in pairs will face each other when made up.

From the white fleecy, cut out the flippers twice, and

## CHIRPY CHICKEN AND PERCY PENGUIN

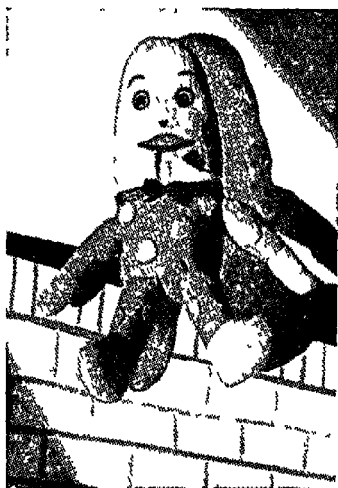
the front and the base once each. From yellow felt, cut the foot four times and the beak twice. Note that turnings are allowed on all the patterns. Only very tiny turnings are needed on the felt, as it does not fray.

Using strong double cotton, back-stitch the case together on the wrong side in this order: sew the 'crown' between the two body pieces (see position on pattern): join up the parts shown by dotted lines on the pattern—that is, the back (leaving a stuffing-space), and a small piece below the beak.

Sew the front in place, then add the base. Turn right side out, and carefully push out all corners and curves. Cut an oval of cardboard the same size as the base, and push this inside the case. It will make your penguin stand firmly. Stuff the case, beginning with the head, and using a very little stuffing at the time. The case should be firm, but not hard. Sew up the opening with ladder-stitch (see page 37).

Lay the flippers together in pairs, each consisting of one white piece and one black. Stitch them together on the wrong side, leaving a small opening, turn out and sew up opening. Do not stuff. Sew flippers to body in position shown in photograph, the white part of each flipper inside.

Join up the beak on the *right* side, leaving very narrow raw edges. Stuff lightly, and sew securely over the corresponding hole left in head. Make up the feet as for beak, but do not stuff. A shaped piece of cardboard, cut slightly smaller, may be sandwiched in between the two thicknesses of each foot, if preferred. This makes them more flat and firm.



Humpty-Dumpty



Percy Penguin

## CHIRPY CHICKEN AND PERCY PENGUIN

Secure the eyes with thread taken through and through the head (see Fig. 5, page 45). A small circle of white or yellow felt placed beneath each eye before fixing will show it up well against the black, and will give it that bright and beady appearance of the real penguin. Brush up the finished toy with a wire-brush.



## CHAPTER VII

### HUMPTY-DUMPTY

HUMPTY-DUMPTY is an old nursery favourite, and this one is very good-tempered, for a few falls from his famous wall or anywhere else will not cause him to come to grief. He makes a good playmate for an active toddler, and although thrown about, sat upon, taken to bed, or otherwise ill-treated, he will still remain intact and smiling.

He has a flesh-coloured body, and a suit of gaily-coloured felt, appliquéd with contrasting spots. The original Humpty wears a bright blue suit with mauve spots, but you can equally well use up any scraps of felt you have by you. Directions are given for making the collar and tie from white felt and black ribbon, but if you have a man's cast-off collar and bow tie, these can be used with good effect.

#### *Materials for Humpty-Dumpty*

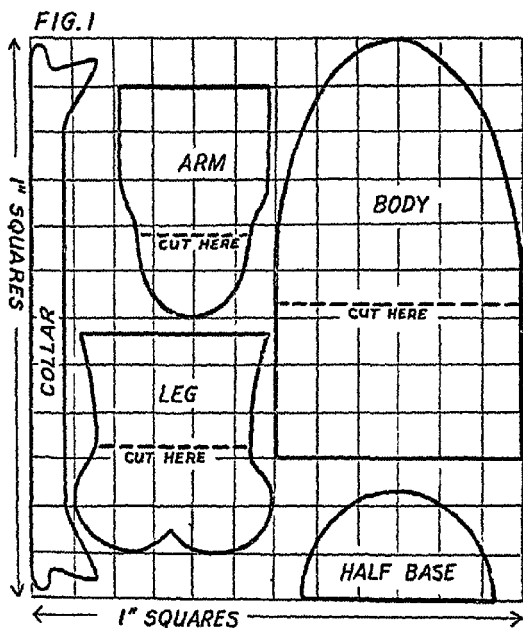
Flesh-coloured felt or toy velvet. Blue felt for suit. Scraps of felt for spots, with red for mouth. Two large black press-studs. Black embroidery cotton or wool. Kapok or wood wool. Black ribbon. White felt for collar.

#### HOW TO MAKE HUMPTY-DUMPTY

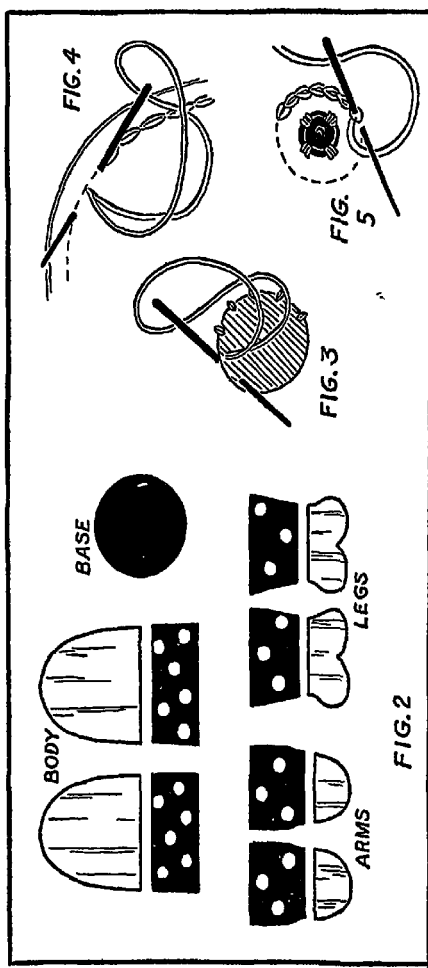
The original pattern makes a toy sitting about 9 inches high. To make the pattern, draw on firm plain paper a

## HUMPTY-DUMPTY

square measuring 12 inches in each direction. Rule this into one-inch squares, and with their help copy all the shapes given in Fig. 1. Write names and other information, including dotted lines, on each piece. Note that turnings are allowed. Cut out, and mount the parts on cardboard for ease and greater strength when cutting out.



As you see from Fig. 2, the body, arms and legs are cut partly from flesh-coloured velvet, and partly from blue felt. Take the patterns for these parts, and cut them across at the dotted lines. Now cut out the parts in their appropriate materials—in flesh-colour for body, hands and feet, in blue for all parts of suit. A glance at Fig. 2 will make



## HUMPTY-DUMPTY

this step quite clear. Cut also a circular base (see also Fig. 2) entirely from blue felt.

From contrasting felt, cut out 24 spots by drawing round a sixpence. If preferred, you could have spots of different colours and sizes, arranged in confetti fashion. Sew them, as shown in Fig. 3, to the parts of the suit—six each on the front and back, and three each on arms and legs. Try to arrange them to give an evenly-spaced effect when made up, remembering that the leg seam comes on the top when finished.

You may prefer to sew the spots to the suit after it is made up. They are not so easy to sew when made up, but you will be able to space them better. You will be able, for instance, to avoid the places where the arms and legs are sewn to the body, and you can also place one or more of the leg-spots directly across the seam, as you see in the photograph. No spots are needed for the base.

All parts are sewn together with back-stitching, as shown in Fig. 4, working on the wrong side  $\frac{1}{4}$ -inch in from the edges. First join velvet and felt together across the front and the back of body, then do the same on arms and legs.

Seam the two parts and body together all round, except along the lower edge. Sew the base here, leaving a small opening in such a position that it will be covered by one of the legs. Turn out through this, and stuff carefully, holding the body in your hands and moulding it to a good egg-shape. See that the base is flat and firm. A circle of cardboard may be slipped inside before stuffing, to give a more rigid base if desired.

## MAKE YOUR OWN SOFT TOYS

Make up and stuff the arms and legs in the same way as the body. No base is needed for these. When the limb is almost filled with stuffing, turn in the edges and overcast them together. The seam will be hidden when the limb is joined to the body.

Mark the position of features on the body very clearly with pencil. Note the distances one from the other in the photograph, as a difference in these will alter the expression of the face. See that the nose and mouth, for instance, are as close together as they are shown here. A longer upper lip than this is apt to give a severe and unfriendly expression. Make sure also that the eyes and eyebrows are level.

Fig. 5 shows exactly how the eyes are added. The eyes themselves are made from half press-studs, strongly sewn down, with a black chain-stitch circle round each. See that the eyes cannot be pulled off. If preferred, they can be made by embroidering black spots, instead of using press-studs.

Mark the eyebrows with black chain-stitch, and the nose with a few straight satin-stitches, placed close together in the form of a half-circle. From red felt, cut a generous mouth about as wide as the distance between the outside edge of the two eye-circles. Pin the mouth in place with a pin stuck straight into the body at each end, as it is apt to slip while being stitched. Secure in position with a line of black chain-stitch, as you see in the photograph.

Sew the arms and legs *very securely* to the body, making quite sure they will 'stay put' in the right position. The legs should be placed partly on the front of the body and

## HUMPTY-DUMPTY

partly on the base. The arms should be sewn across the side seams.

Cut out the white felt collar to pattern, and sew round the body so that the join between body and suit is well hidden. Complete with a narrow bow-tie of black ribbon. Brush the whole toy carefully with a soft brush.

## CHAPTER VIII

### PIP THE PANDA

Few toy animals enjoy greater popularity than the panda, with his podgy little white body, black limbs and ears, and quaint black eye-patches. No modern toy cupboard is complete without him, and he is just as much in demand by grown-ups for a mascot.

The model shown here has been made as simple as possible. By reason of the panda's curious arrangement of colours and patches, he is rather a 'bitty' creature to make. But full directions are given here, and if you are prepared to be patient in joining the pieces together, he should present no real difficulties.

#### *Materials for Pip the Panda.*

Fleecy-cloth in black and white. A pair of eyes. Red ribbon. Embroidery cotton or wool in red and black. Kapok or wood wool.

#### HOW TO CUT OUT PIP THE PANDA

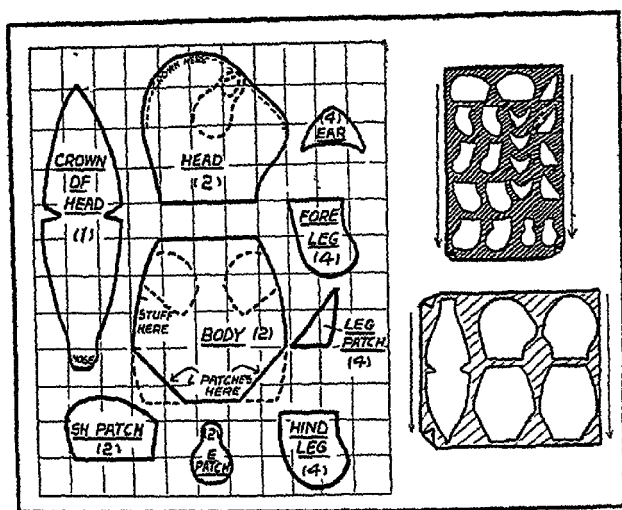
The original panda shown in the picture sits about 9 inches high. If preferred, his legs may be arranged in a standing position, when he will be about 11 inches long.

To make the pattern for a panda of this size, take firm plain paper, and rule an oblong 11 inches wide and 12 inches long. Divide this into 1-inch squares, and with

## PIP THE PANDA

their help, copy all the shapes shown here on to your paper. Write all the information given here on your own patterns, and cut out, preferably mounting them on cardboard for greater strength.

Lay your white fleecy on the table, wrong side upwards, with the pile running down, as shown here. Lay out your patterns as shown in the diagram. Where a piece has to be



cut out more than once, take care that the parts will face when made up. Mark out every piece before beginning to cut out. Cut out the black parts in the same way, noting how to place the patterns from the diagram here.

If desired, the four black leg patches may be omitted to save trouble. In this case, the body must be cut with extra width at the lower corners, to make up for the space which



## MAKE YOUR OWN SOFT TOYS

the black leg patches would have occupied. The dotted lines added to the body in the diagram show how to adapt the pattern.

### HOW TO MAKE UP PIP THE PANDA

Seam all parts together on the wrong side with back-stitching, using strong double cotton. First join the leg patches to the lower corners of each body-piece. You will find that they fit exactly. Stitch one side of the body together. On the opposite side, join up the top part of the seam, and also the lower part, where the leg patches come. The centre part of this seam is left open for stuffing (see position on pattern).

Stitch the hind legs together in pairs. Leave the wrong side outwards, and join the legs very strongly to the lower edge of the body, making these joins very secure. (If you want a sitting position, the legs should be made up and stuffed separately, and sewn to the body after it is stuffed.)

Stitch up the little darts at each side of the 'crown,' letting them taper off to nothing a short distance from the centre. Pin or tack the 'crown' between the two head-pieces. The position is shown on the pattern. Stitch in place, beginning at the nose and stitching along one side of the 'crown.' Fasten off strongly, then return to the nose and stitch down the other side. Sew up the remaining seams at the front and back of the head, then join the head and body together with a very strong seam.

Turn the case right side out through the side opening. Take care to push out all corners and curves, or your toy

## PIP THE PANDA

may not be the right shape. When stuffing, use a very little at a time, and push it firmly into place before adding more. Fill the legs first, then the head, and the body last.

This toy should be fairly firm. Try to get the same degree of firmness all over, with no 'pockets' in the filling. Hold the toy in your hands while stuffing, and mould the parts into a good rounded shape. Take special care with the head. If you press your thumb across it just where the eyes will go, you will get a well-shaped forehead. When all parts are properly filled, sew up the opening with ladder-stitch (see page 37).

Make up the arms on the wrong side. Turn right side out and stuff, leaving the top of each arm open. Sew the shoulder-patches to the back of the body in the position indicated on the body pattern with dotted lines.

It is rather difficult to make a neat turning along the edges of the shoulder-patches. A better idea is to leave them raw, sewing them to the body with close small stitches so that the edges will not fray. When both patches are in place, sew the arms firmly to the body so that they cover up the front edges of the shoulder-patches.

Stitch the ear-pieces together in pairs, and turn out. Sew to the head with the lower edges forming a semi-circle. Note the position of the ears carefully from the photograph, and pin each in place, so that you are sure to get them level. They may be sewn down by the raw edges if desired, as already described for the shoulder-patches.

Mark the nose and mouth with black wool. You can see the shape of these parts clearly from the photograph, and a typical panda mouth is also shown in Fig. 9c on page 45.

## MAKE YOUR OWN SOFT TOYS

Add two or three stitches in scarlet wool just below the nose to represent a tongue. Another idea is to sew a tiny semicircle of scarlet felt to the mouth.

Make a hole with your scissor-point for each eye-socket, and insert each eye separately with strong thread, letting all the ends come out at the back of the neck, just where the 'crown' tapers off to nothing. The two eye-patches are threaded on the needle when inserting the eyes. Figs. 6 and 7, page 45, show exactly how a panda's eyes are fixed. Pull the threads tightly, so that the eyes sink into the head and look straight forward. Tie with a reef knot, and cut the ends short. After brushing, the knot will lose itself in the fur.

Sew the eye-patches down to the head all round the raw edges, taking tiny stitches to prevent fraying, as already described. Complete by grooming with a wire-brush, and add a scarlet ribbon at the neck.

## CHAPTER IX

### LEO LION A TOY OR A PYJAMA CASE

Why not have a British lion on guard in your home? You can make him up as a handkerchief-case, or in a larger size to hold pyjamas; and he looks equally well in either size when stuffed to make a toy for baby or a lucky mascot for older friends.

Try to get suitable materials, for these add greatly to the effect of the finished animal. Fur-cloth in a tawny shade should be used for the body, while special 'lion-mane' fabric is available for the mane and the tail-tuft.

#### *Materials to make Leo Lion*

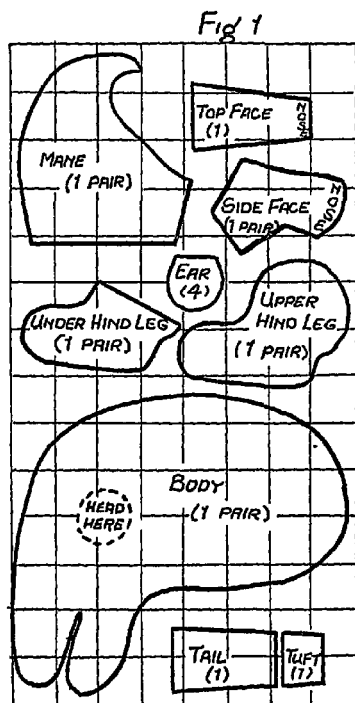
Fleecy-cloth in tawny beige or yellow. Scrap of mane-cloth. A pair of bright brown eyes. Kapok or cotton-wool. (For handkerchief or pyjama-case you will also need a slide fastener or press-studs, and casement-cloth or rayon for lining.)

#### HOW TO CUT OUT LEO LION

First make your paper pattern from the diagram given here, as described in Chapter II. To make a small toy or a handkerchief-case, rule your paper into one-inch squares. For a larger toy or a pyjama-case, use one-and-a-half-inch squares. Copy all the information given in the diagram (Fig. 1) on to your patterns, and cut out.

## MAKE YOUR OWN SOFT TOYS

Lay your material on the table wrong side upwards, with the pile running downwards, as indicated by arrows in Fig. 2. Place the patterns as shown in diagram, outlining them and placing them out again where more than

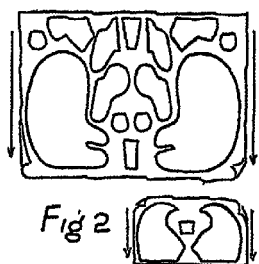


one piece is required. Take care that parts to be cut in pairs will face each other, and plan out every part before beginning to cut. See that the tail-tuft is placed so that it will stroke downwards when made up.

Cut out carefully, snipping a very little at a time, especially for the mane-cloth, so that you do not cut through

## LEO LION: A TOY OR A PYJAMA CASE

the pile. Pin small parts, such as the ears, together to avoid losing them.



### HOW TO MAKE LEO LION AS A STUFFED TOY

Place the two body-pieces to get the right side inward, and back-stitch very firmly with double cotton all round. Leave a few inches open along the lower edge where the hind-legs come, and turn out through this space, poking out all curves and corners thoroughly.

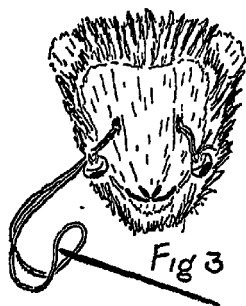
Stuff the body rather softly with kapok or cotton-wool, filling the two front legs first, then the rest of the body. Sew up the opening with ladder-stitch (see page 37). Mark each fore-paw with three large stitches in black wool or thick embroidery cotton, to represent toes.

Working on the wrong side, stitch the top face between the two side-face pieces, noting the position of the nose from the diagram (Fig. 3). Stitch the two parts of the mane together along the outer curved edge as far as the top point. Take care to push the long 'whiskers' of the fabric down in between the edges as you sew. Sew face to mane, with the point of the mane coming in the centre of

## MAKE YOUR OWN SOFT TOYS

the forehead. Seam the face and mane from beneath the chin to the base of the throat, then turn right side out.

Stuff the head, pushing the forehead well up into a good shape. From any odd scrap of material, cut a circular piece and sew it over the base to keep the stuffing in place.



Make up the ears, turn out, and sew the head in the position shown in Fig. 3. This diagram also gives details of the eyes and mouth, which may be added at this stage, with a few bold stitches similar to those on the fore-paws. Fix the eyes with very strong thread as shown on page 45 (Fig. 5). Sew the head very securely to the body.

Make up the hind-legs, each with a long section on top, and a shorter under-part. Turn out, and stuff the lower part, stitching lightly along the edge of the under-part to keep the stuffing in place. This leaves you with a single flap of material on each hind-leg. Sew the legs to the body by means of these flaps, arranging the legs realistically as shown in the photograph. If necessary, keep them in the right position with a few strong stitches placed on the under-side of the legs. Mark the toes to match the fore-paws.

## LEO LION: A TOY OR A PYJAMA CASE

Sew the tail-tuft to the tail-strip, making sure that the whole length will stroke downwards. Fold the tail in half lengthways, wrong side inward. Turn in the edges, and catch together invisibly on the right side. Sew the tail to body.

### HOW TO MAKE LEO LION AS A HANDKERCHIEF OR PYJAMA CASE

First sew a *closed* slide fastener along the back of body, joining the two sides together. If preferred, you can make narrow hems here instead, arranging them to fasten together with two or three press-studs. Open the fastener (or other opening), and sew the body together as already described. Turn out, but stuff the front legs only.



Complete the remainder of the lion as before. Finally cut two shapes in lining (rayon, casement-cloth or any



## MAKE YOUR OWN SOFT TOYS

similar material may be used), making them exactly like the body, but without the front legs. Sew these together, leaving one side open. Turn right side out, slip inside the body, and stitch in place round the opening.

## CHAPTER X

### MASCOT DOLLS: JACK AND JILL

HERE are two old friends in new clothes. Jack is a sailor, with a navy blue velvet suit and a white cap and collar. Jill looks businesslike in Red Cross uniform—but even her ‘regulation’ headgear cannot stop her golden curls from peeping out!

Both dolls will sit down, and are the same size—about 13 inches long—though Jill looks rather taller in the photograph because she is pointing her toes. They would both make welcome gifts, and are not difficult to put together. The chief problem of doll-making—that of giving the doll a pleasant expression—is overcome by using smiling ‘glad-eye’ masks.

#### *Materials to make Jill*

Red-checked gingham for frock. Plain white cotton for apron, etc. Grey or fawn velvet for legs. Flesh velvet for hands. A mask. Kapok or cotton-wool. Scrap of red felt for cross. Small piece of hair.

#### *Materials to make Jack*

Navy-blue velvet for suit. Plain white cotton for cap and collar. Flesh velvet for hands and feet. Blue or black ribbon for cap and collar. Blue or black, and pink embroidery thread. A mask. Kapok or cotton-wool.



JILL

CUT ALSO FOR JILL

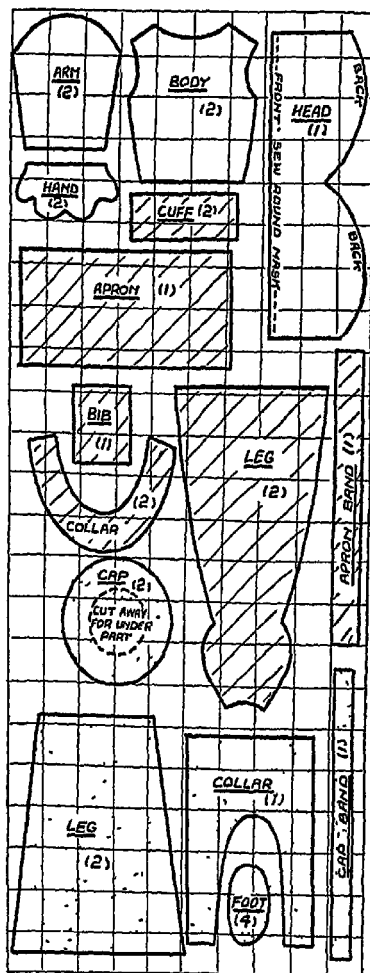
SKIRT 14"x9", HEAD-SQUARE 7"x7"



JACK



BOTH

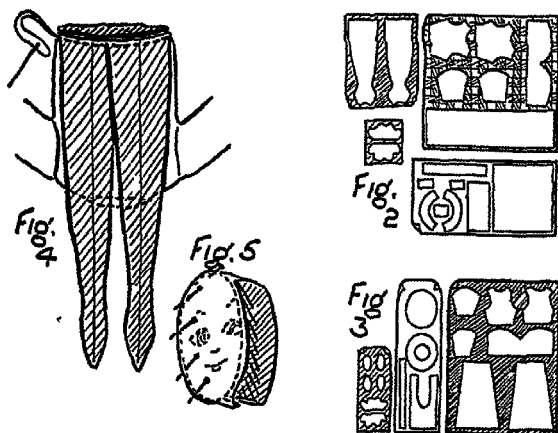


Patterns for Mascot Dolls.

## MASCOT DOLLS: JACK AND JILL

### HOW TO CUT OUT BOTH DOLLS

First make your paper patterns from the shapes shown in Fig. 1. Rule out an oblong 10 inches by 23 inches, divide it into one-inch squares, and copy all the pattern shapes, as described in detail in Chapter II. Be sure to write all the given information on your patterns, noting specially which pieces are for Jill, which for Jack, and



which are to be used for both. Cut out carefully, and mount on cardboard if possible for longer wear and easier use.

Spread out your various pieces of material on the table, wrong sides upwards, and lay out your patterns as shown here. Fig. 2 shows the lay-out for Jill, Fig. 3 the lay-out for Jack. Check up carefully from these diagrams, making sure that each piece is planned out the given number of times.

## MAKE YOUR OWN SOFT TOYS

When you need to use a pattern more than once, lay it out, draw round it, then remove pattern and lay it out again, repeating this process as often as required. On light material, such as Jill's frock, you can outline your patterns with a sharp, soft pencil. On the navy-blue velvet, use a light-coloured crayon or a piece of tailor's chalk, or mark round your patterns with a fine brush dipped in white water-colour.

Do not begin to cut out until every part of the pattern is planned. Then cut out with care. Allow *no* extra turnings. These are provided for on the patterns.

### HOW TO MAKE JILL

The parts of the body are stitched together with very firm back-stitching, using strong double cotton, and working on the wrong side with  $\frac{1}{4}$ -inch turnings. First join each hand to its corresponding arm; you will find that the short straight edges at the wrist are the same length. Seam the two body-pieces together at the shoulders, then add arms to body. Take care to pin these in place first, so that you get them well placed, with the centre of the arm edge coming to the shoulder seam on the body. Now join up the side seams, beginning from the tip of one hand, continuing up the arm and down the side of the body. Make the under-arm part, where it crosses the sleeve seam very secure.

Fold each leg in half lengthways, and join up the tiny seam at the toe. Then seam up the rest of the leg, leaving the upper edge open. Turn all parts of the body and legs right side out, poking out all corners and curves.

## MASCOT DOLLS: JACK AND JILL

Stuff the legs first, using a very little filling at a time, especially at the toes. Here the filling should be pushed carefully in place with the smallest stuffing-stick—or even with a lead-pencil. Leave one inch unstuffed at the top of each leg. Make sure that the seam runs straight down the back of the leg (nurses *always* have their stocking seams straight!). Then place the raw edges together at the top of the leg, and make a line of stitching across,  $\frac{1}{4}$  inch from the raw edges. This is just a temporary measure to keep the legs in the right position.

It is a good plan to stuff the arms next, before the legs are added, as you can put the filling in from the waist. Fill them as you did the legs, adding the stuffing as far as the shoulders. Leave the rest of the body empty at this stage.

Look carefully at Fig. 4, and you will see how the legs are attached to the body. Lay the body front upwards on the table (either side will do for the front), with the open waist edges at the top. Place the legs on the body with their seams towards you, and their raw edges level with the front waist edge of the body. A glance at Fig. 4 will make this step clear, and you will see from the same diagram that the legs overlap one another at the top, sufficiently to enable them to fit into the width of the body.

Pin or tack the legs to the front waist edge, then secure them with a line of strong stitching, as in Fig. 4. This stitching will come directly over the temporary lines of stitching made across the top of each leg.

Turn the body right way up, make a narrow fold along

## MAKE YOUR OWN SOFT TOYS

the waist edge which is still free, and then neatly fell this edge down over your first line of stitching. (The process of adding the legs to the body sounds rather complicated when set down on paper, but it is actually quite straightforward to do.)

Now stuff the remainder of the body, adding the filling from the neck. Take care not to strain the seams, especially at the shoulders, as the gingham will not stand as much strain as velvet or other toy materials. But carefully handled, it should be quite satisfactory. Leave the neck open, and lay the body aside.

Take the head-piece, and place its straight edge round the edge of the mask, all right sides inwards, and secure with a few pins as shown in Fig. 5. See that the centre of the head-piece is placed at the exact top of the mask, between the eyebrows. Put your first pin here, then continue down each side. Leave any surplus material beneath the chin of the mask.

Sew the head-piece to the mask with very small firm back-stitches. You will need to stab your stitches backwards and forwards, as the mask is made from fairly stiff material. The hair is inserted at this stage. Cut three small pieces, double them into a loop, and stitch them in with your seam, so that you have one piece on each cheek, and one in the centre of the forehead. Leave fairly good turnings of hair, and stitch it very securely, so that no strands will pull out afterwards.

Turn the head right side out, and pad the back of the mask with a thick layer of stuffing, also adding a little at the top of the head. Then turn in the edges to face along



Jack and Jill



## MAKE YOUR OWN SOFT TOYS

the back of the head, and begin slip-stitching them together from the top. When half-way down, add more stuffing, and then stitch the seam a little farther. Finish stuffing, and complete the seam at the back of the head. Sew the head *very firmly* to the body, making quite sure the head will not wobble!

Make up the skirt, and pleat up the waist to the size of the body. Sew it to the body with a few strong stitches. This edge will be covered by the apron. Hem the sides of the apron, and pleat or gather into the band, which should be folded double, with its edges turned in to face. Hem the bib, add two tiny red strips to make the cross, and catch the bib to the body at the corners. Place the apron over the skirt and bib, thus neatening the waist, and catch the band together with a few stitches at the back.

Fold under the edges of the cuffs, and sew to the wrists. Make up the collar and sew to neck. Hem the edges of the head-square, and fold neatly round head, securing it with a few stitches so that the curls peep out, but the edge of the mask is hidden.

## HOW TO MAKE JACK

Make up the body as for Jill, and stuff the arms from the waist as before. The head also is made up in the same way, except that no hair is added.

Seam up each leg on the wrong side and turn out, pushing out the lower corners well. Stuff the legs, and stitch across the top edges as for Jill, leaving an inch unstuffed. Note that in this case the seams come along the outer edge of the leg, and not down the centre-back.

## MASCOT DOLLS: JACK AND JILL

Add the feet before sewing legs to body. To make them, place the four flesh-coloured ovals in two pairs, right sides inward. Stitch round the edge, leaving a small opening. Turn out through this space. Add a little stuffing to each foot, moulding it so that the foot is slightly wider across the front. Sew up the opening, and work a few stitches with pink embroidery cotton right through the foot at the front to represent bare toes. Sew the feet to the ends of the legs, in as realistic a position as possible.

Complete head, body and legs as for Jill. Stitch the two parts of the cap round the edge and turn out. Stitch the cap-band into a circle, and fold in half lengthways, turning in the edges to face. Sew to cap, snipping the corresponding edges to fit them into the band. Embroider the letters H.M.S. on a length of blue or black ribbon, place round the cap-band, and tie in a bow at the side. Sew cap to head at a jaunty angle with a few stitches at each side.

Turn under a fold along the sides and back of the collar, and make three lines of stem-stitching along these edges on the right side, using blue or black embroidery thread to represent braid. Fold in the shaped edge of the collar, place round the neck, adding a few pins to get it well placed, and sew to the body. Make a ribbon bow to match the one on the cap, and sew to the body where the two ends of the collar join. Any other small details to make your sailor look more realistic may be added according to taste.

## CHAPTER XI

### A 'CHARACTER' TOY: NAPOLEON THE CAT

WHEN you have made some of the toys described in the foregoing chapters, you will have acquired a good deal of valuable skill and experience in soft toymaking. You will know the order in which the 'case' is best put together; you will learn how to get the best results from your stuffing; you will be able to add the features and finishing touches in the most effective way.

Now is the time to try something a little more difficult, and the next step is to make a 'character' toy. This means an animal which is not merely a dog or a cat or a chicken, but an individual creature which has special characteristics of its own.

Napoleon the Cat, whom you see here, is a faithful model of an amusing animal who lives in the pages of 'Girl's Own Paper.' He is quite definitely a cat with personality. To make his well-modelled shape, of course, rather more pieces are required, so that there is more planning, more seaming, and more careful stuffing to be done than with an ordinary toy.

But every possible difficulty has been smoothed away for you in the following pages, with clear diagrams and simple instructions. This is a toy well worth making, and when you see the completed toy you will not grudge the little extra effort involved. Napoleon makes a very fine

A 'CHARACTER' TOY: NAPOLEON THE CAT mascot, and if you prefer to dispense with his hat, he looks quite complete without it.

He is about 10 inches high, mostly black, with a white front and hind-paws, and he has a long sweeping tail. His tail and fore-paws are wired so that they may be arranged in different positions. He has deep-yellow eyes and white whiskers, and wears a rakish felt hat and a ribbon bow at his neck.

### *Materials to make Napoleon*

Fleecy-cloth in black and white. 1 pair of eyes. White horsehair or waxed thread for whiskers and eyebrows. Pink embroidery thread for nose. Kapok for stuffing. Felt in any bright colour for hat. Galvanized wire for fore-paws and tail. Ribbon for hat and neck-bow.

### HOW TO CUT OUT NAPOLEON

First draw your paper pattern on stiff plain paper, making an oblong 17 inches by 11 inches, dividing it into one-inch squares, and copying the shapes shown in Fig. 1. For further details about making the pattern or altering the size, see Chapter II. Write on each pattern *all* the information given here—this will make your next steps much easier—and cut out. Turnings are allowed on all edges.

Lay your black and your white fleecy-cloth on the table, wrong side up, with the pile running downwards (see direction of arrows in Fig. 2). Place your patterns as shown in Fig. 2, which shows you the complete lay-out. Where you need to cut a pattern more than once, lay it out,

## MAKE YOUR OWN SOFT TOYS

checking the position from Fig. 2, mark round it, then remove it and lay it out again.

Where you need a pair of pieces the same shape, as for the main part of the body, make quite sure that the pattern is laid in the opposite direction the second time, so that the parts will face when made up. On the light material, mark round your patterns with a sharp, soft pencil; on

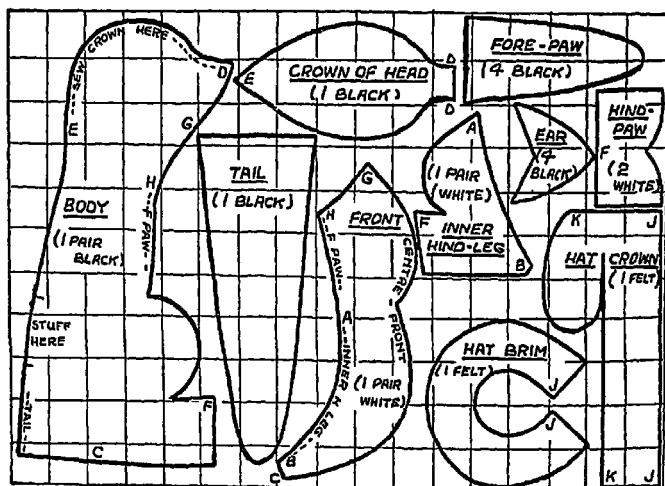


FIG. 1

black, use tailor's chalk, a white crayon or white water-colour laid on with a fine brush. Check up the whole lay-out from Fig. 2 before beginning to cut out. Then cut a very little at a time, using sharp scissors with good points.

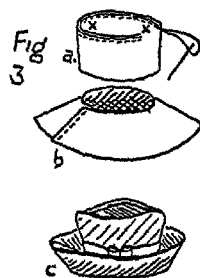
## HOW TO MAKE NAPOLEON

For all fleecy-cloth seams, work on the wrong side,  $\frac{1}{4}$  inch in from the raw edge. Use strong double cotton,

# A 'CHARACTER' TOY: NAPOLEON THE CAT

white for the all-white seams, and black for the remainder, and seam the parts with firm back-stitching. Keep Fig. 1 before you, and work in the following order:

1. Join the 'crown' between the two body-pieces, where shown by the dotted line on the body diagram, matching letters *D* and *E*.
2. Seam the two fronts together down the centre.
3. Join one inner hind-leg to each side of the front.



The position for these pieces is shown by dotted lines on the diagram, with the letters *A* and *B* to be matched.

4. Join one fore-paw piece to each side of the front, in the position shown on the diagram.
5. Join one fore-paw piece to the corresponding part of main body, where shown by dotted lines on the diagram.
6. Join the edges beneath the chin, from *D* to *G*.
7. Place the front between the two sides of main body, pinning the topmost point of the front beneath the chin at *G*. From this point, tack the parts together, going right round the fore-paw, and down one side of the body as

## MAKE YOUR 'OWN SOFT TOYS

far as *F*. Tack the other side in the same way, beginning from *G*, then stitch the whole seam.

8. Join one white hind-paw to each hind-leg, matching *F*.

9. Beginning at the shaped end of one hind-paw, stitch the base together as far as *C*, then continue along the base to the shaped end of the second hind-paw.

10. Join up the short remaining seam along the base, connecting the two main body-pieces.

11. Seam the back of the body together, leaving a stuffing-space of about 3 inches, where indicated on the diagram. Join up the small seam below it, making this very secure.

12. Fold the tail in half lengthways, and seam up the curved edge, beginning from the tip. Stitch the straight edge of the tail very *firmly* into the remaining space at the lower edge of the back.

Now turn the whole body right way out through the stuffing-space. Do this very carefully, and avoid straining the seams. Push out all corners and curves, as this will greatly improve the shape of the body. You will find the stiletto helpful in turning out the narrower parts, especially the tail.

Stuff the head first, using a very little stuffing at a time, and pushing it firmly into place before adding more. Keep the toy in your hands all the time, and try to mould the head to a good shape. If you place your thumb across the forehead when the head is partly stuffed, and press the stuffing well in place, the shape will be greatly improved.

## A 'CHARACTER' TOY: NAPOLEON THE CAT

When the neck and shoulders are well filled, the wire must be added to the fore-paws as follows: take a 13-inch length of strong galvanized wire, and bend it into a loop. Then bend each end round into a smaller loop. Place a scrap of stuffing round each of these small loops, tying it in place with cotton, so that there is no chance of sharp ends of wire working their way through to the outside of the toy when it is in use. The diagram on page 41, 'How to make and insert supports', shows this step quite clearly.

Now place the wire in the body, so that a padded loop is pushed into the end of each fore-paw. Insert a strong safety-pin through the end of each fore-paw from the outside, pushing the pin through the padded loop inside, so that it cannot shift while the stuffing is being used (see page 41 for this step also).

Stuff the fore-paws, inserting the stuffing in tiny pieces, padding the wire well, and trying to get it down the centre of each paw. (If the wire touches the outside parts of the case, it is liable to wear right through the material in time.) Stuff the shoulders and chest, embedding the remainder of the wire firmly in place.

The tail should be wired at this stage. Use a 10-inch length of wire, twisting the ends into loops, and padding as before (see page 41 for further details). Place inside the tail, pinning the further-most loop to the extreme tip of the tail. Stuff the tail as described for the fore-paws. Stuff the remainder of the body, making the base rather wide and firm. If desired, a shaped piece of cardboard may be slipped inside the base, but this is not really



## MAKE YOUR OWN SOFT TOYS

necessary, as the protruding hind-paws help the toy to stand firmly. When the stuffing is complete, sew up the opening with ladder-stitch (see page 37), and remove the safety-pins.

Place the ear-pieces together in pairs, stitch along the outer edges, and turn right side out. Sew the ears firmly to the head, noting their position from the photograph. The base of the ear should be curved round to form a semi-circle.

Make a hole in the head with your scissor-point for each eye-shank, and fix the eyes so that they look forward. The threads are brought out at the back of the neck, and tied together in a knot, which will be hidden by the neck-bow. For further details of this method of fixing the eyes, see page 45, Fig. 6, also the instructions on page 46.

With thick pink embroidery wool or cotton, mark the nose and mouth. Note the shape and position of this and other features from the photograph, also from Fig 9a on page 45. Mark the claws also with a few pink stitches. Add whiskers and eyebrows with horsehair or waxed thread. This should be threaded into a long needle and passed through the head, making a tiny back-stitch each time to keep the thread in position. For further details of making whiskers, see page 49.

Give the cat a thorough grooming with your wire-brush, working always the way of the pile, and paying special attention to the seams. When well brushed, these should be entirely invisible. Add a bright-coloured ribbon at the neck, tying in a bow at one side.

## A 'CHARACTER' TOY: NAPOLEON THE CAT



### HOW TO MAKE NAPOLEON'S HAT

Each step in making the felt hat is clearly shown in Fig. 3. First seam up the two short straight ends of the brim, as in Fig. 3*b*, matching letter *J*. Lap one edge over the other, and secure with stab-stitch (see page 36) on the right side, using double cotton to match the felt in colour.

Take the hat-crown, and stitch the long straight end round the oval part, as in Fig. 3*a*, finishing just beyond *K*.

## MAKE YOUR OWN SOFT TOYS

Use stab-stitch for this also, but work on the *wrong* side. Make a few stitches where shown by the crosses in Fig. 3*a*, to pull the ends of the crown together into a trilby shape.

Stitch the crown and the brim together, working on the wrong side, and matching letter *f*. Turn right side out, and add a ribbon band and a flat bow at one side, matching the neck-bow in colour. Fig. 3*c* gives you a sketch of the finished hat.

## CHAPTER XII

### A JOINTED TOY    DAVID THE SCOTTIE

THIS toy embodies two important features in toymaking—the method of making an animal standing on all four legs, and the way in which limbs may be made to move.

A standing animal, of course, is always a great favourite with adults and children alike. Once you have acquired the general method, you should have no difficulty in making any standing animal, such as an elephant, lamb, bear, etc., or any of the many ‘doggy’ favourites which small children love.

Adding joints to limbs is a decided step forward in the toy-making craft, and is usually considered to be advanced work, and not suitable for beginners. Any nimble-fingered needlewoman who has already made up several of the toys described in this book, should find no difficulty with this next and most interesting step. But for the benefit of those workers who may wish to make the scottie before they have attempted many other toys, the pattern is so arranged that it may be made without a joint if preferred.

In some cases all the parts of an animal’s body—neck, fore-legs and hind-legs—may be jointed, as for a monkey, enabling it to take on many amusing attitudes. Sometimes only the lower limbs are jointed, so that the animal will sit down or stand up.

Again, very many standing toys are made with fixed legs and a jointed head. This is the method suggested here, so

## MAKE YOUR OWN SOFT TOYS

that you have to cope with only one joint. But even this one joint adds considerably to the interest of the finished toy, as many different expressions appear to be given to the whole animal merely by altering the angle of its head.

### *Materials to Make David the Scottie*

Special 'scottie' fabric is manufactured for this type of toy, and although a little more expensive than ordinary fleecy-cloth, it is well worth the small extra cost, being usually made of mohair in a silver-grey or brindled shade. It is delightful to work with, and gives an excellent effect afterwards.

Failing this special 'scottie' fabric, you will get quite good results from ordinary black fleecy-cloth. Other requirements are:

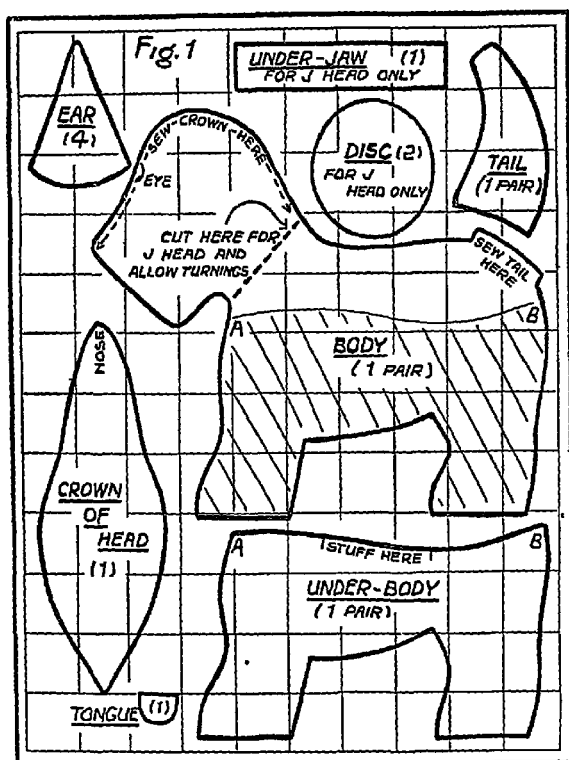
A pair of eyes. Scrap of scarlet flannel or felt for tongue. Scarlet embroidery thread. Scarlet or tartan bow for neck. A toymaking joint, consisting of two strong board discs, a washer, and a T-shaped cotter-pin. Kapok or wood-wool for stuffing. Galvanized wire for leg supports.

### HOW TO CUT OUT DAVID THE SCOTTIE

First make your paper pattern, ruling out an oblong 10 inches by 12 inches, dividing it into one-inch squares, and copying the shapes shown in Fig. 1. For further details about copying, decreasing or enlarging the pattern, see Chapter II.

## A JOINTED TOY: DAVID THE SCOTTIE

Write on your patterns all the information given in Fig. 1, including the numbers in brackets, which show how many times each shape is to be cut out in material. Cut out all the shapes carefully. Note that two pieces—



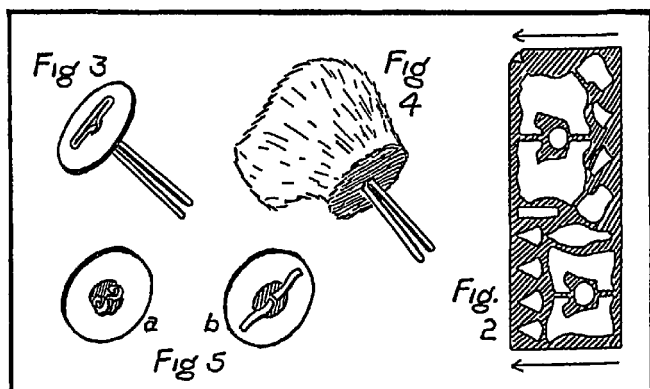
the straight under-jaw strip and the round disc—are needed only for making the jointed head. If you intend to make an ordinary fixed head, lay these two pieces aside for future use.

Place your fur-fabric on the table, wrong side upwards.

## MAKE YOUR OWN SOFT TOYS

See that the pile goes towards the left, as indicated by the arrows in Fig. 2. This is a very important point, for it ensures that all parts of the finished animal will 'stroke' in the right direction. The lay-out given here has been carefully planned with that object in view.

Lay out your pattern shapes exactly as shown in Fig. 2. (For a fixed head, cut the head and body in one, and omit the under-jaw and discs). Place any small objects on them to weight them down, and outline each shape with a well-



sharpened white crayon or tailor's chalk—or even better, use white water-colour and a fine brush.

Where a pattern has to be laid out more than once, it is a good idea to cut it out the given number of times—two bodies, four ears, and so on. This enables you to plan out the parts more easily. In any case, always plan the whole lay-out before beginning to cut. Cut out carefully, using sharp-pointed scissors and cutting a very little at a time, to avoid damage to the fur pile.

## A JOINTED TOY: DAVID THE SCOTTIE

### HOW TO MAKE DAVID THE SCOTTIE WITH FIXED HEAD

Work always on the wrong side, making strong back-stitched seams  $\frac{1}{4}$  inch in from the raw edges. If you find it trying to use black cotton on black material—when working by artificial light, for instance—here is a good tip. Use a light-coloured cotton, and touch it up with a little black ink on a brush where it shows on the right side. If the seams are neatly stitched, and well brushed up afterwards, the places where the cotton shows will be very few.

Keep Fig. 1 before you while working, so that you make up the case in the most convenient order. First sew the crown between the two head-pieces, in the position shown by dotted lines in the diagram. The 'nose' end of the crown is indicated on the paper pattern. Next attach the tail-pieces to the corresponding parts of the body.

Place the two under-body pieces together, and seam them along the upper curved edge, leaving a space in the centre of the seam for stuffing, where indicated in the diagram. Now place this part in between the two sides of the body, in the position shown by shading in the diagram, and with letters *A* and *B* matching.

Seam the body and under-body together, thus giving David four separate legs. Take care to get all the seams with their raw edges facing outwards. Seam up the rest of the body—that is, a short piece beneath the jaw, and along the back from the end of the crown, round the tail and down as far as *B*.

Turn the case right side out through the stuffing space, poking out all corners and curves very carefully. Stuff the



## MAKE YOUR OWN SOFT TOYS

head firmly, holding it in your hand and moulding it to a good shape. Keep your thumb across where the eyes will come, and try to get a well-shaped forehead.

Even if you are using kapok mainly for the filling, it is a good idea to use a little wood-wool at the nose, as this gives a more square outline. Note this point also for the rest of the body—kapok gives a soft, rounded toy, while wood-wool may be rammed in more tightly to give a harder, but more shapely outline.

When the head and neck are firmly filled, insert the wire supports in the fore-legs. Take a length of wire, bend it into a loop, making small padded loops at each end. See Chapter III, page 40, for further details regarding supports. About 13 inches is the length for the support in this case, or sufficient to make a loop which will extend well up into the chest.

Fasten the padded loops firmly to the bases of the feet with two strong safety-pins inserted from the outside. Stuff the fore-legs, using a very little stuffing at a time, and embedding the wire well down the centre of the legs. Add more stuffing to the chest until the wire is completely hidden.

Stuff the tail next, and then add wire and filling to the hind-legs as already described. Lastly, fill the middle of the body, and sew up the opening with ladder-stitch (see page 37).

Turn the body so that the under-side is facing you, and add strong bracing-stitches under each leg (see page 37), thus bringing the legs close in to the body. Make up the ears in pairs, turn right side out, and sew to the head,

## A JOINTED TOY: DAVID THE SCOTTIE

pricking them forward in true scottie style. The base of each ear should form a narrow angle.

The eyes must be inserted so that they look forward. Insert each one separately, making a hole in the head, and bringing the threads out at the back of the neck, where they are tied tightly together. See Chapter IV, page 46, and also Fig. 6, page 45, for further details of fixing eyes in this way.

Mark the nose with scarlet embroidery thread (or black, if preferred). Fig. 9*b*, page 45, gives details of this step. Another amusing idea is to cut a scrap of black velvet, and sew it neatly in place to represent a scottie's soft nose.

Cut out the little red tongue and sew it firmly in place, beneath the nose. Brush the toy thoroughly with a wire brush, and add a ribbon at the neck.

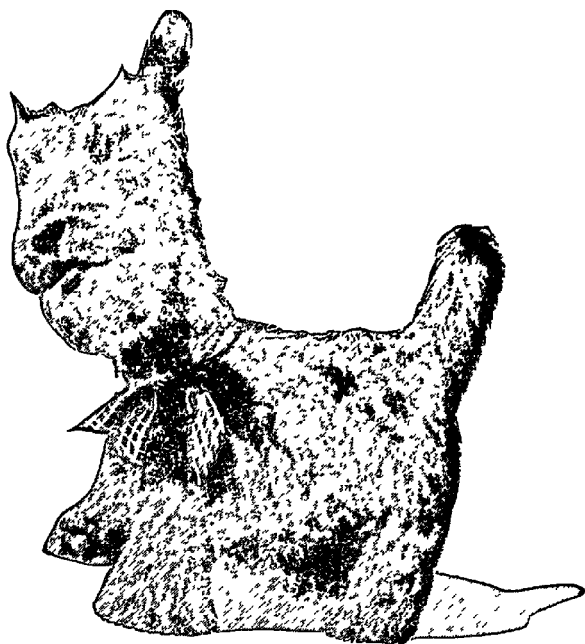
### HOW TO MAKE DAVID THE SCOTTIE WITH JOINTED HEAD

First take the crown, and from the 'nose' end, snip off a tiny piece, so that you get a short straight edge here, instead of a point. Take off as little as possible—just sufficient to make a straight edge as wide as one of the short edges on the under-jaw strip.

Join the under-jaw and the crown together at the nose with a tiny straight seam. Place this piece between the two sides of the head, so that the seam comes at the nose. The crown should extend round the top of the head (see dotted lines in diagram), reaching almost to the neck; the under-jaw strip should continue beneath the head, reaching exactly to the neck. Pin the parts carefully in place first, then stitch.

## MAKE YOUR OWN SOFT TOYS

Turn the head right side out, and stuff as already described, bringing the filling to the extreme edge, and leaving a circular opening. Take one of your board discs, and try it over the space. If it is a little large, pare it down with a penknife till it is the same size as the opening.



Make a small hole in the centre of the disc, and slip the cotter-pin through it (Fig. 3, page 102). Place the disc in the head-opening, with the prongs of the pin toward you, wedging the disc just inside the edges of the fabric. With a needle and *very strong* double thread, take several stitches across and across the opening from side to side, stitching them into the raw edges, and thus holding the disc temporarily in place.

## A JOINTED TOY: DAVID THE SCOTTIE

Take one of your fabric discs, make a hole in the centre, and push the prongs of the cotter-pin through it, with the right side of the fabric outwards. Turn in the edges, and also the edges of the head, and stitch together all round, making a neat base to the head, with the prongs sticking out. Fig. 4 shows you what the head should look like at this stage.

Lay the head aside, and stitch up the rest of the body separately, in the order already explained, leaving the stuffing-space in the same place as before. When complete, sew your second fabric disc firmly in the neck-opening. Turn the body right side out, and poke out all corners and curves thoroughly.

Make a small hole in the fabric disc which you have sewn in the neck-opening, and slip through it the prongs from the head, pulling the head as close to the body as you can. Pull open the stuffing-space beneath the body so that you can get at the inside of the neck. Slip your second board disc over the prongs of the cotter-pin, then finally slip the washer over them.

The prongs must now be firmly anchored, in order to hold the head closely to the body. There are two ways of doing this, and both are shown in Fig. 5. If you have a pair of small round-nosed pliers (see page 17), you can roll up the ends of the prongs tightly, as shown in Fig. 5*a*. If not, hammer the prongs out flat, as in Fig. 5*b*. In either case, you must aim at making the joint as tight as possible. When the joint is complete, the body is stuffed and the toy finished off as already described in this chapter.

## CHAPTER XIII

### KNITTED TOYS. MR AND MRS. JUMBO

SOFT toys made from hand-knitted fabric are always popular. Small children love them because they are soft and cuddlesome; mothers and aunts and big sisters like to make them because knitting is easy and familiar to almost every woman.

We often feel, too, that knitted toys cost less than others, because we usually have odd balls of wool left over from jumpers which can be pressed into service. Also there is a comfortable feeling that once we have finished the knitting, our toy is as good as made.

Now both these facts are only partly true. If you have a really good selection of odd balls of wool, so that you can choose just the right kind for the job in hand, it certainly is true that your toy will cost you next to nothing. It is also true that a knitted toy is easier to assemble than most other kinds, as you have no raw edges to deal with.

But knitted toys demand as much attention given to the choice of materials as any other kind of toy does. To make a really successful toy in knitted fabric—one which will keep its shape and not stretch out of all proportion—you need a thick, firm wool and fine needles. Four-ply fingering, double-knitting, or one of the popular quick-knitting wools are the best to choose. Thinner wool may be used double.

For the very thick wool, use size 12 or 13 needles; for

## KNITTED TOYS: MR. AND MRS. JUMBO

four-ply fingering, or for any wool if you happen to be a very loose knitter, use size 14. A set of four steel needles, as used for socks, with points at both ends, are the handiest for making knitted toys. When you are using only two of them, it is a simple matter to push corks on to the two points which you do not want.

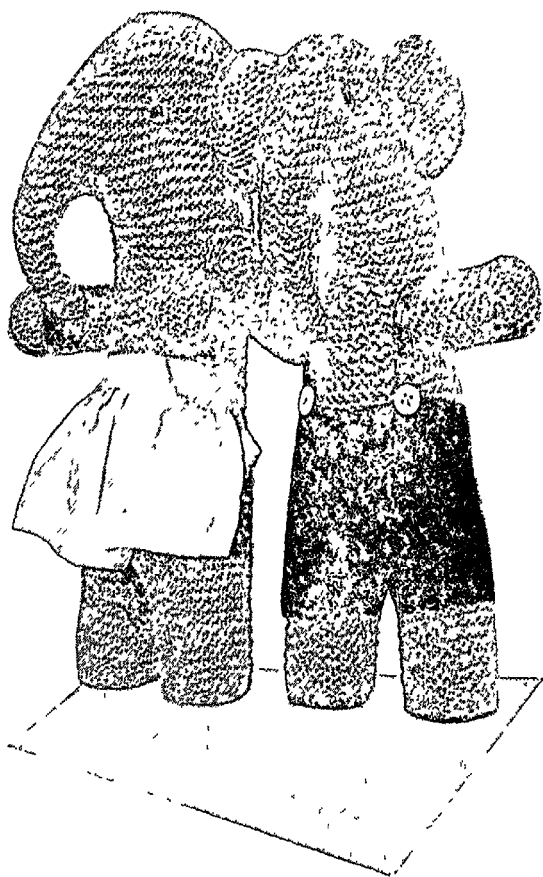
To return to the point that a toy is as good as made when the knitting is finished. Though knitted edges are admittedly easier to seam up than the raw edges of fleecy-cloth, they need stitching carefully, or you will have ugly ridges and puckers on the finished animal.

Observe the same rules for seaming toys, as you do for seaming up a jumper. Knit your work so that you get very firm edges—never use the old-fashioned ‘chain-edge’ for toys—and take up one thread only from each side when making the seam.

Great care must be taken when stuffing knitted toys. Here we cannot follow out the method suggested earlier in the book, that of pushing the filling in tightly until the part is quite firm. If we do this with a knitted toy, the case will stretch and stretch until it is quite shapeless and out of all proportion.

Instead, you need to use your judgment, adding just enough filling to make the part nicely rounded. It is easier to stuff a knitted toy than any other kind, and you will find you can push the filling about with your hands, moving it from the legs into the body, for instance, until you get all the parts in proportion.

Most knitted toys are improved by giving them a garment of some fabric other than knitting. Thus Mr. and



Mr and Mrs. Jumbo

## KNITTED TOYS: MR. AND MRS. JUMBO

Mrs. Jumbo, the knitted toys shown here, are wearing, respectively, a pair of shorts made from back felt, and a white calico apron. Such simple little garments are quickly made, and they give an effective finishing touch.

### HOW TO DESIGN A KNITTED TOY

Like any other soft toys, a knitted toy needs to be assembled from several well-shaped sections. To make the design, the first thing is to cut a paper pattern of the parts, either one of those for which directions are given in the earlier chapters of this book, or an original pattern of your own.

Any experienced knitter will be able to copy each section of the pattern in plain knitting. If you are familiar with the usual methods of decreasing, increasing, and general shaping, you can easily follow out your paper shape, laying the knitting on the paper every few rows, and shaping as required.

The knitted shape may be made rather smaller than the paper pattern, for the knitting is elastic, and will stretch, especially lengthways. If you make your knitted shape the same size as the paper pattern, the finished toy will probably be half as large again.

It is important to note down on paper the full directions for making each shape as you do it. Note the number of stitches cast on, the number of increasings and decreases, the number of plain rows between them, and so on. When you need two or more identical parts, as for the two sides of the body, you can thus be sure of making all the parts alike.



## MAKE YOUR OWN SOFT TOYS

The directions which follow here will make both Mr. and Mrs. Jumbo. They are about 14 inches high, and will stand up. The shapes for the shorts and the apron, with measurements, are also given.

### *Materials to Make Mr. and Mrs. Jumbo*

Thick knitting wool. (The models shown here use deep pink for Mr. Jumbo and jade green for Mrs. Jumbo. Two or three ounces are required for each toy, according to the grade of wool.) A pair of knitting needles size 12, 13 or 14. (See note on needles earlier in this chapter.) Two pairs of eyes. Black felt and four pearl buttons for shorts. White calico for apron. Card-board for soles. Kapok.

### HOW TO KNIT MR. AND MRS. JUMBO

The work is knitted in garter-stitch throughout, that is, every row plain. For all parts, cast on and off very loosely, and always knit into the back of cast-on stitches to give a pliable yet firm edge. Increase by knitting first into the front and then into the back of a stitch, thus making two stitches in place of one. Decrease by knitting two stitches together.

Abbreviations : k = knit; st. = stitch; sts = stitches, inc. = increase or increasing, dec. = decrease or decreasing, tog = together.

#### BODY.

Begin at the lower end. Cast on 16 sts. and k. 12 rows plain. 13th row.—K. 14, inc. in next st., k. 1 (17 sts. now on needle) 14th, 15th and 16th rows.—K. plain. 17th row.—K. 1, inc. in next st., k. 13,

# KNITTED TOYS: MR. AND MRS. JUMBO

inc. in next st., k. 1 (19). 18th, 19th and 20th rows.

—K. plain. 21st row.—K. 17, inc. in next st., k. 1 (20).

22nd, 23rd and 24th rows.—K. plain. 25th row.

—K. 1, inc. in next st., k. 16, inc. in next st., k. 1 (22).

26th to 32nd rows.—K. plain (7 rows). 33rd row.

—K. 1, inc. in next st., k. 20 (23). 34th to 40th rows.

K. plain (7 rows). 41st row.—K. 1, inc. in next st.,

k. 21 (24).

42nd, 43rd and 44th rows.—K. plain. 45th row.

—K. 21, k. 2 tog., k. 1 (23). 46th, 47th and 48th rows.

—K. plain. 49th row.—K. 1, inc. in next st., k. 18, k. 2

tog., k. 1 (23). 50th, 51st and 52nd rows.—K. plain.

53rd row.—K. 20, k. 2 tog., k. 1 (22). 54th, 55th and

56th rows.—K. plain. 57th row.—K. 1, inc. in next

stitch, k. 17, k. 2 tog., k. 1 (22). 58th, 59th and 60th

rows.—K. plain. 61st row.—K. 19, k. 2 tog., k. 1 (21).

62nd to 70th rows.—K. plain (9 rows). 71st row.

—K. 19, inc. in next st., k. 1 (22). 72nd, 73rd and 74th

rows.—K. plain. 75th row.—K. 20, inc. in next st.,

k. 1 (23). 76th, 77th and 78th rows.—K. plain. 79th

row.—K. 21, inc. in next st., k. 1 (24). 80th row.—K.

plain. 81st row.—K. 22, inc. in next st., k. 1 (25). 82nd

row.—K. plain. 83rd row.—K. 23, inc. in next st., k. 1

(26).

Now break off the wool, and push the 26 sts. to the far

end of the needle. On the same needle, cast on 5 sts., and

k. 1 row plain. 2nd row.—K. 1, k. 2 tog., inc. in next st.,

k. 1 (5). 3rd row.—K. plain. 4th row.—As 2nd row.

5th row.—K. plain. 6th row.—As 2nd row. 7th to 11th

rows.—K. plain (5 rows). 12th row.—K. 1, inc. in next

## MAKE YOUR OWN SOFT TOYS

st., k. 3 (6). 13th row.—K. plain. 14th row.—K. 1, inc. in next st., k. 4 (7). 15th row.—K. plain. 16th row.—K. 1, inc. in next st., k. 5 (8). 17th row.—K. plain. 18th row.—K. 1, inc. in next st., k. 6 (9). 19th row.—K. plain. 20th row.—K. 1, inc. in next st., k. 4, k. 2 tog., k. 1 (9). 21st row.—K. 9 plain, then cast on 3, and continue to k. straight across the 26 sts. previously left on needle (38).

22nd row.—K. 1, k. 2 tog., k. 32, k. 2 tog., k. 1 (36). 23rd and 24th rows.—K. plain. 25th row.—K. 1, k. 2 tog., k. 33 (35). 26th and 27th rows.—K. plain. 28th row.—K. 1, k. 2 tog., k. 29, k. 2 tog., k. 1 (33). 29th and 30th rows.—K. plain. 31st row.—K. 1, k. 2 tog., k. 30 (32). 32nd row.—K. plain. 33rd row.—K. 1, k. 2 tog., k. 29 (31). 34th row.—K. plain. 35th row.—K. 1, k. 2 tog., k. 25, k. 2 tog., k. 1 (29). 36th row.—K. plain. 37th row.—K. 1, k. 2 tog., k. 23, k. 2 tog., k. 1 (27). 38th row.—K. plain. 39th row.—K. 1, k. 2 tog., k. 21, k. 2 tog., k. 1 (25). Now dec. at both ends of every row until 15 sts. remain. Cast off.

## UNDER-LEG

Cast on 6 sts. \*K. 6 plain rows. 7th row.—K. 1, inc. in next st., k. 4 (7). 8th to 14th rows.—K. plain (7 rows). 15th row.—K. 1, inc. in next st., K. 5 (8). 16th to 22nd rows.—K. plain (7 rows). 23rd row.—K. 1, inc. in next st., k. 6 (9). 24th and 25th rows.—K. plain.

Now break off the wool, and push the 9 sts. to the far end of the needle. On the same needle, cast on 6 sts. and repeat from \*. When the second piece is complete, knit

## KNITTED TOYS: MR. AND MRS. JUMBO

straight across the 9 sts. previously left on the needle, making 18 sts. in all. K. 2 plain rows. Cast off.

### FRONT

Cast on 5 sts., and k. 23 rows plain. Break off the wool, and push the 5 sts. to the far end of the needle. On the same needle, cast on 5 sts. and k. 23 rows plain. 24th row.—K. plain across both sets of sts. (10). 25th row.—K. 1, inc. in next st., k. 6, inc. in next st., k. 1 (12).

26th to 29th rows.—K. plain (4 rows). 30th row.—K. 1, inc. in next st., k. 8, inc. in next st., k. 1 (14). 31st to 36th rows.—K. plain (6 rows). 37th row.—K. 1, k. 2 tog., k. 8, k. 2 tog., k. 1 (12). Continue in plain knitting, dec. at each end of every 7th row, until 2 sts. remain. K. 2 tog., break off wool and draw the end through the remaining st.

### CROWN OF HEAD

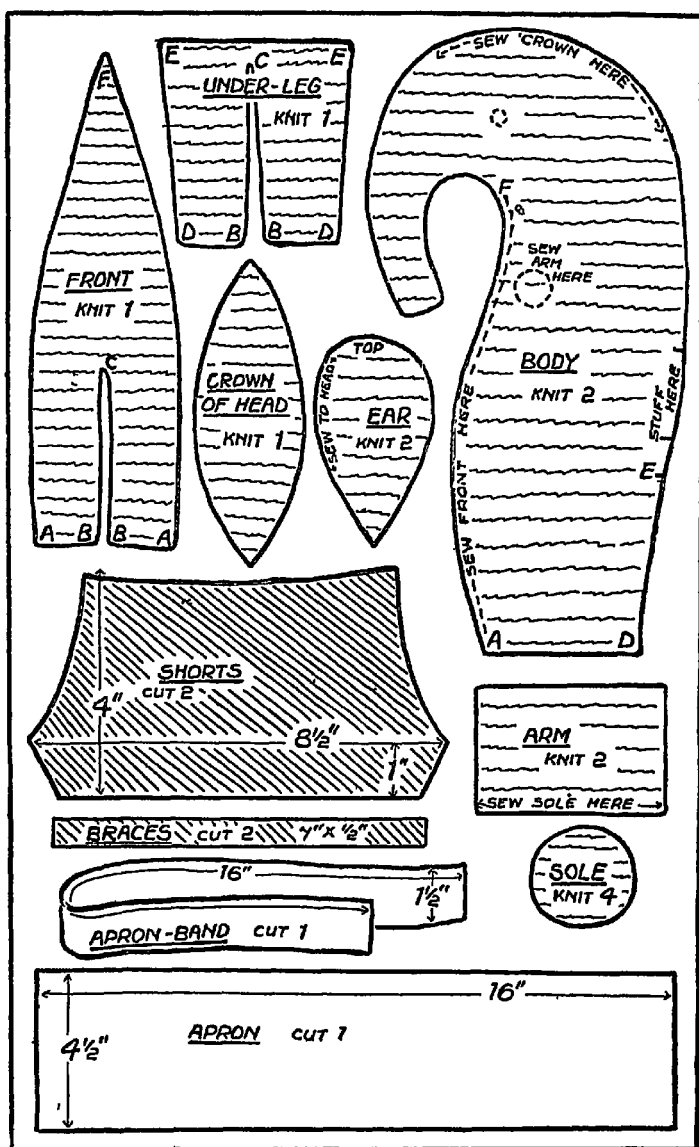
Cast on 1 st., and k. twice into it (2). K. 1 row plain. Now inc. at each end of every 5th row, until there are 10 sts. on the needle. K. 12 rows plain. Dec. at each end of every 5th row until 2 sts. remain. K. 2 tog., break off wool and draw the end through the remaining st.

### SOLE

Cast on 5 sts. K. 1 row plain. Inc. at each end of next row (7). K. 8 plain rows. Dec. at each end of next row (5). K. 1 row plain. Cast off.

### ARM

Cast on 16 sts. K. 15 rows plain. Cast off.



Patterns for Mr and Mrs. Jumbo

## KNITTED TOYS: MR. AND MRS. JUMBO

### EAR

Cast on 1 st., and k. twice into it (2). K. 1 row plain, Inc. at each end of next row (4), and continue to inc. at each end of every alternate row until there are 14 sts. on the needle. K. 12 plain rows. Dec. at each end of next row (12). K. 1 row plain. Dec. at each end of next row (10). Dec. at each end of every row until 4 sts. remain. Cast off.

### HOW TO MAKE UP MR. AND MRS. JUMBO

See that you have all the knitted parts complete, before beginning to assemble either animal. The diagram opposite shows the shape of the finished pieces of knitting, and gives the number of times they should be knitted to make each toy. You will see from this that you need one front, one under-leg, one 'crown', two ears, two arms, two bodies, and four soles; Press all the parts lightly with a hot iron, over a damp cloth, before seaming them together, and darn in any loose ends of wool.

Keep the diagram before you as you work, so that you can refer to the information given there. First sew the 'crown' between the two sides of the body, in the position indicated on the diagram.

Then insert the front between the two body-pieces (see diagram). Pin the front in place first, placing the topmost point beneath the chin at *F*, and pinning each side down as far as the lower edge, matching letter *A*. Begin seaming at *A* on one side, continue up one side of the front, and down the other side to the corresponding letter *A*.

## MAKE YOUR OWN SOFT TOYS

Fold the under-leg piece in half, bringing *E* and *E* together, and stitch along the top edge. Place this piece in the centre-slit which runs up the front, and pin in place. If you match up the letters on the diagram, you will find that this gives you two separate legs for your animal. Stitch in place, making quite sure that you have all your seams facing outwards.

Sew a sole into the space at the end of each leg. Stitch together the two sides of the trunk, beginning at *F*, beneath the chin, and continuing round to the spot at the front of the head where the crown is inserted. Seam the back of the body together, from the back of the head down to letter *E*. Leave a stuffing-space where shown in the diagram, and see that the small seam below it is very secure.

Turn the case right side out through the stuffing-space, carefully poking out all corners and curves. Cut two circles of firm cardboard the same size as the soles, and push inside the legs, to make the toy stand firmly. Stuff the case, beginning with the legs, then the trunk and head, and leaving the centre of the body till the last. Neatly slip-stitch the edges of the opening together.

Fold each arm in half, and stitch the short edges together. Add a sole to each (see diagram), and turn right side out. Stuff the arms, and sew to the body in the position indicated on the diagram.

Fix the eyes by taking the thread through the head from side to side (for further details see Chapter II, page 44, and Fig. 5 on page 45). Sew the ears to the head, making them stand out well. They should be so placed

## KNITTED TOYS: MR. AND MRS. JUMBO

that they would cover the eyes if folded towards the front. Brush the toy with a soft clothes-brush.

### HOW TO MAKE THE SHORTS FOR MR. JUMBO

Cut a paper pattern to the shape and measurements given in the diagram, and cut this out twice in black felt. Turnings are allowed on the pattern. Fold each leg in half separately, and on the wrong side join up the short straight seam which juts out from the lower edge.

Place the two legs together, and join up the long seam right round, still working on the wrong side. Turn right side out. Cut braces from measurements given in the diagram. Place the shorts on Mr. Jumbo, and stitch the braces in place, crossing them at the back. Stitch a pearl button over each join.

### HOW TO MAKE THE APRON FOR MRS. JUMBO

Cut out the apron and its band from the measurements given in the diagram, using white calico or any similar material. The shapes are so simple that no pattern should be needed. Hem the lower and the side edges of the apron, and gather the remaining edge.

Fold the apron-band in half lengthways, turning in the raw edges to face each other. Sandwich the raw edge of the gathers between the edges of the band, arranging the apron centrally, with a length of the band free at each end. Stitch the gathers in place, and neaten the free ends of the band to make tie-ups. Place on Mrs. Jumbo, and tie in a bow at the back of the waist.



Complete materials for making any of the toys described in this book, together with paper patterns, diagrams and instructions for making up, may be obtained from Miss Ruby Evans, c/o Lutterworth Press, Doran Court, Reigate-rd., Redhill, Surrey.

# **WOMAN'S MAGAZINE**

Handicraft articles appear every month in this famous magazine : knitting and crochet patterns that are practical and "different", clever ways of renovating clothes and furniture, and using up "bits" to the best advantage—the latest ideas in every branch of needle and craft work, ingenious, economical and charming. All these articles are contributed by experts whose advice and help is freely available to readers. There is a shopping service for country-dwellers.

First-class fiction, serialized biographies of the foremost men and women of to-day, topical articles, features on health and beauty, child care, films and books, complete a magazine which appeals to every intelligent woman.

**1s. monthly**

**Published at  
Doran Court  
Reigate - road  
Redhill, Surrey**

*The perfect war-time hobby book*

## PATCHWORK OLD AND NEW

*Agnes M. Miall*

Economy is the keynote of this attractive craft and the reason it has suddenly come into its own. Patchwork is an ideal standby, for it can be picked up at any odd moments or late at night when one is too tired to do anything requiring more thought.

The woman warden on duty at the post can pass her slack periods profitably, yet not too arduously, in this form of handicraft. The mother in the home will be glad to put to good use, in this way, the scraps of material left over from the frock or pyjamas she has just completed for her little ones ; and the schoolgirl will love the craft for its bright colouring and quickly-finished seams.

The chapter on "Communal Patchwork and Quilting" will make an especial appeal to Women's Institutes, schools, Y.W.C.A. and other girls' clubs.

"This is no book written by a new enthusiast, but one by a patchwork maker herself for other workers. The diagrams of patterns and stitches are excellent. What the author has to say saves the patchwork maker years of research."—*Homes and Gardens*.

"The book is excellent: the instruction clear ; and the specimen designs both possible and pleasing."—*The Librarian*.



LUTTERWORTH PRESS

# NEEDLE-MADE LACES AND NET EMBROIDERIES

*Doris Campbell Preston*

For too long the average needlewoman has imagined that the making of lace and of net embroidery are crafts beyond her power. This book shows that not only can any woman become an expert lace-maker, but that she can to-day combine in this craft all the knowledge and art of the past with the beauty of modern design.

It opens with an interesting résumé of the history of lace making, followed by clear instructions for making all kinds of lace, including the famous Carrickmacross Lace, Tambour Limerick, Filet Lace and some attractive Needle-run Laces. There are also instructions for the correct care of lace; for Tatting and for modern adaptations of needle-made laces and net darning.

The clear descriptions are helped by excellent photographs and diagrams which have been approved by the Leicester School of Stitchery and Lace and are now used by that school as their standard diagrams.

"The author has cleverly adapted the old lace-making arts to modern requirements, and so simple is her description and so clear her diagrams, that any amateur lace-maker can learn a good deal from this volume."—*The Library World*.

LUTTERWORTH PRESS

# **GIRL'S OWN *Paper***

There is nothing quite like "Girl's Own Paper"; the first to cater for girls of sense and taste, it has set the standard for 62 years. To-day, read the world over and modern as the minute, it is better than ever.

Ruby Evans' toymaking instructions are among the most popular of many handicraft features in its pages: knitting, cookery, needlework and gardening articles appear regularly, with competitions to encourage readers in their favourite hobbies.

Every issue, excellently illustrated from cover to cover, includes fiction by popular authors, shorthand and language lessons, book and film reviews, topical articles (serious and frivolous), and a description of some career open to women.

No girl can afford *not* to read "Girl's Own Paper".

**9d. monthly**

**Published at  
Doran Court  
Reigate - road  
Redhill, Surrey**

